GLOOMHAVEN
ENHANCED

v1.3 Guidebook

Welcome to **Gloomhaven TTS Enhanced!** This guide will help familiarize you with the use and features that have both been present since **Fantasy Setup 2.0** ‰ooZv¡]ÿvvZ **Enhanced** version. We have tried to be as comprehensive as possible in adding myriad quality of life features. We've also added other content that should help ease and enhance your **Gloomhaven** play experience.

/(«}Zy«Pvvv¡(}u]vPôo(â message on the Workshop page! We've worked hard to make this mod's development as inclusive as possible vå¡«Zõvv(lvPvX

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2. /v]XÚ

^PE¡uPvXÛ

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,}XÕ

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vüXÕ

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u}vüXÒ

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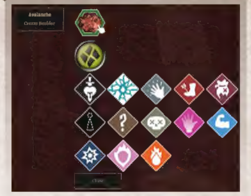
XÓ

What's New in v1.3?

[illegible]

Gloomhaven Enhanced [illegible]

Context Menu



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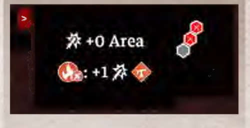
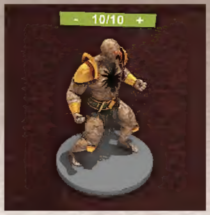
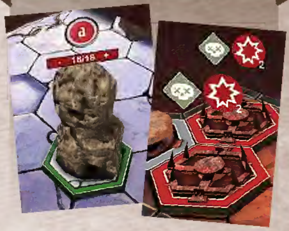


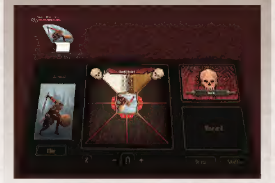
Redesigned Standee UI



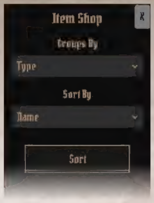
Overlay UIs



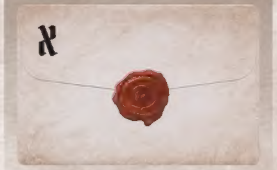
New Monster Mats



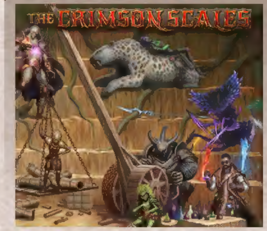
[illegible]


Item Shop
Groups By
Type
Sort By
Name
Sort

Envelope X 2.0

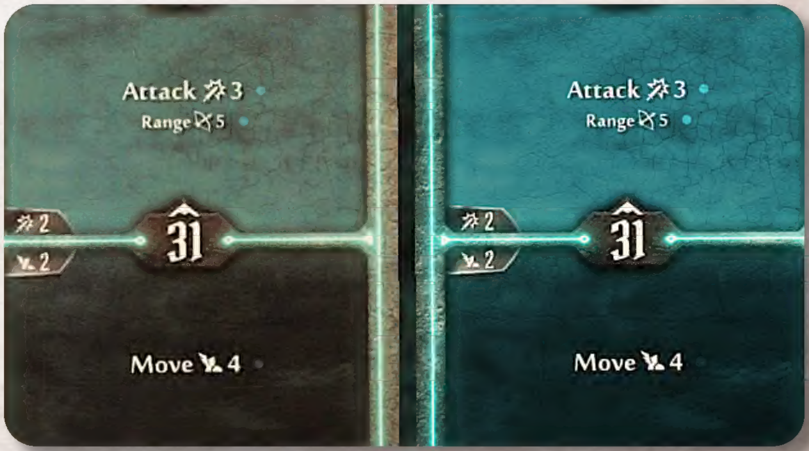


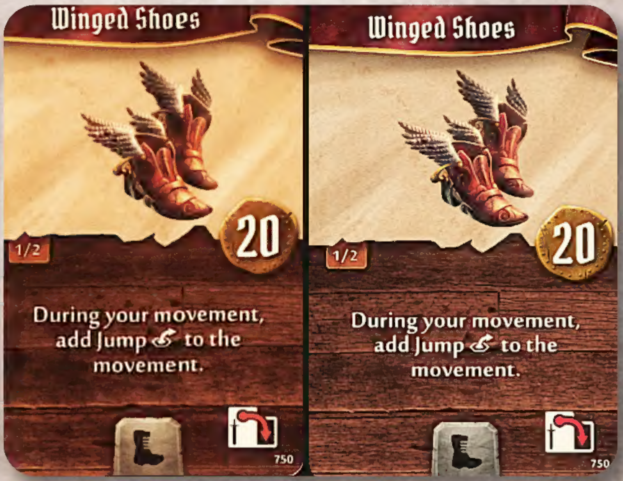
Crimson Scales Support

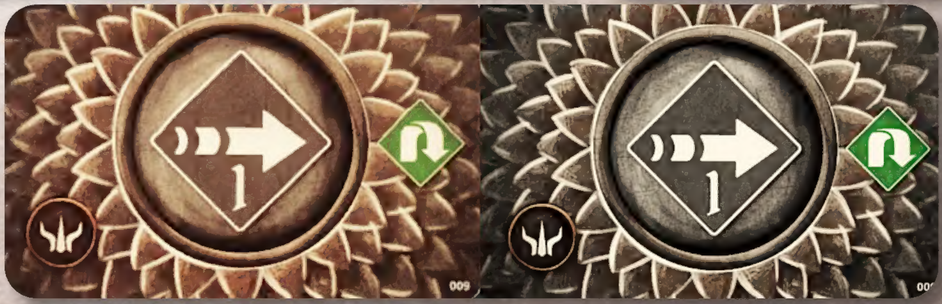

THE CRIMSON SCALES

Updated Graphics

[illegible]


Attack 3
Range 5
2
2
31
Move 4
Attack 3
Range 5
2
2
31
Move 4


Winged Shoes
20
1/2
During your movement, add Jump to the movement.
750
Winged Shoes
20
1/2
During your movement, add Jump to the movement.
750



[illegible]

[illegible]

[illegible] State 1[illegible]

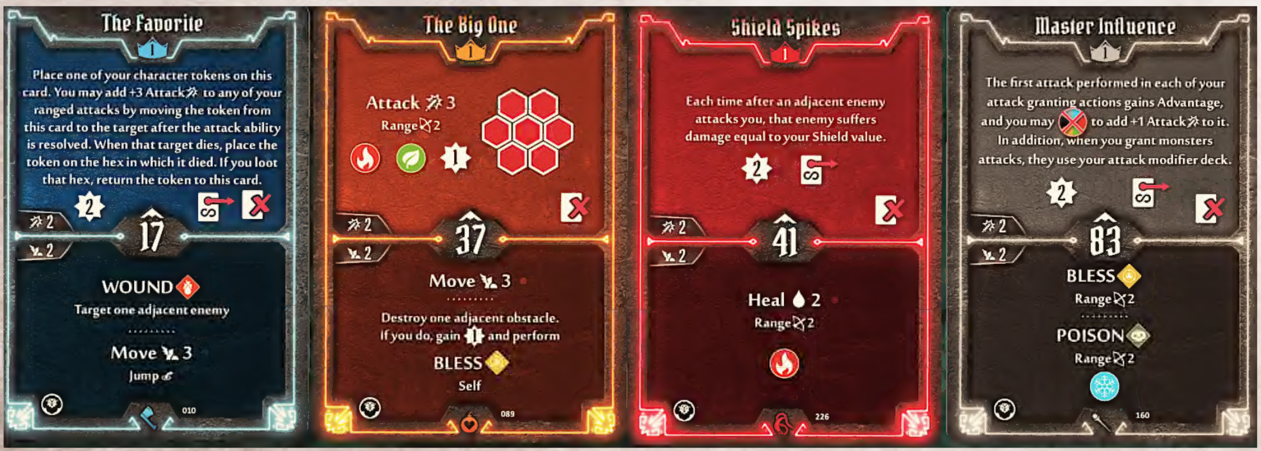
[illegible] [illegible]

Forgotten Circles 2nd Print

[illegible]

Jaws of the Lion Characters

We’ve included updated **Gloomhaven: Jaws of the Lion** [illegible]

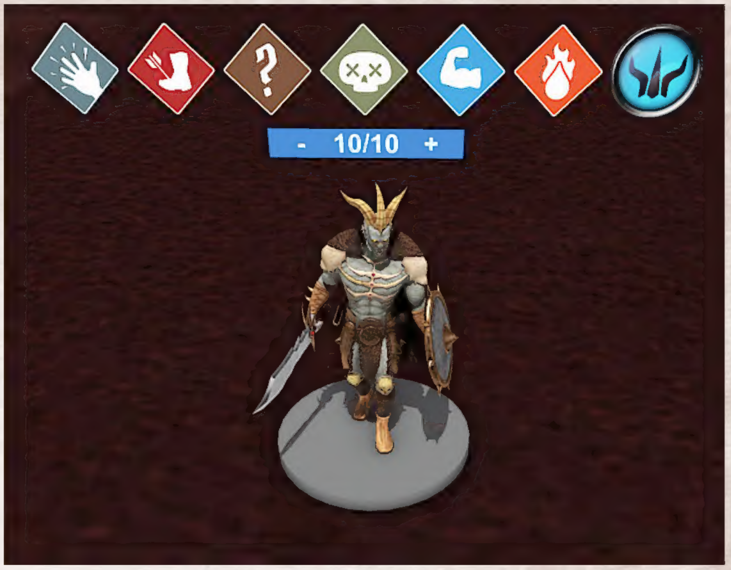


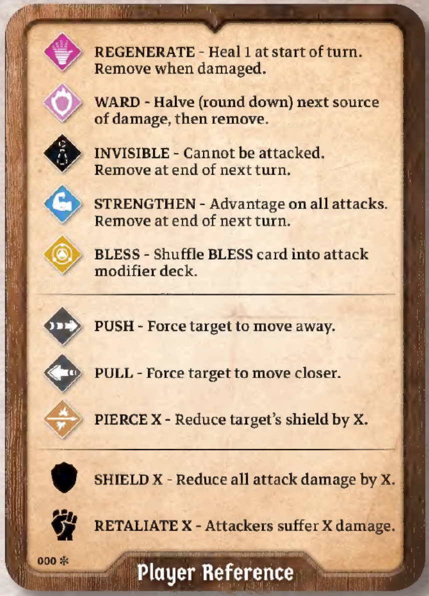
The Favorite
1
Place one of your character tokens on this card. You may add +3 Attack to any of your ranged attacks by moving the token from this card to the target after the attack ability is resolved. When that target dies, place the token on the hex in which it died. If you loot that hex, return the token to this card.
2
2
2
17
WOUND
Target one adjacent enemy
Move 3
Jump
010
The Big One
1
Attack 3
Range 2
2
2
37
Move 3
Destroy one adjacent obstacle. If you do, gain 1 and perform
BLESS
Self
089
Shield Spikes
1
Each time after an adjacent enemy attacks you, that enemy suffers damage equal to your Shield value.
2
2
2
41
Heal 2
Range 2
226
Master Influence
1
The first attack performed in each of your attack granting actions gains Advantage, and you may to add +1 Attack to it. In addition, when you grant monsters attacks, they use your attack modifier deck.
2
2
2
83
BLESS
Range 2
POISON
Range 2
160

[illegible] [illegible]

New Indicators

t[ŒZvµå(}v]ŒvdŒ}lvŒoo(}ŒåŒvoŒµvPŒZv¡}v]ŒvŒŒu
Frosthaven. We've also allowed each class' individual tracker to be used on enemies for both "place a character
ŒlvŒ_ŒvŒoŒŒZå]Œov}ŒŒµ]PZŒvŒ





REGENERATE - Heal 1 at start of turn. Remove when damaged.

WARD - Halve (round down) next source of damage, then remove.

INVISIBLE - Cannot be attacked. Remove at end of next turn.

STRENGTHEN - Advantage on all attacks. Remove at end of next turn.

BLESS - Shuffle BLESS card into attack modifier deck.

PUSH - Force target to move away.

PULL - Force target to move closer.

PIERCE X - Reduce target's shield by X.

SHIELD X - Reduce all attack damage by X.

RETALIATE X - Attackers suffer X damage.

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Player Reference

Additional Features

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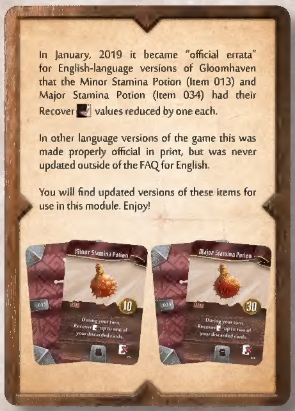
- *Errata-Corrected Stamina Potions*
- **Accessible Monster AI Reference**
- *Organized Access for Forgotten Circles Content*
- **Easy-to-use Campaign Tracker**
- **Enhancement Price Calculator (More on p.16)**
- **Random Dungeon Generator (More on p.22)**
- *Gloomhaven Official FAQ Document*
- *Bonus Content by Forgotten Circles* **designer Marcel Cwertetschka (More on p.23)**
- **Frequent Steam Workshop Updates!**



In January, 2019 it became "official errata" for English-language versions of Gloomhaven that the Minor Stamina Potion (Item 013) and Major Stamina Potion (Item 034) had their Recover values reduced by one each.

In other language versions of the game this was made properly official in print, but was never updated outside of the FAQ for English.

You will find updated versions of these items for use in this module. Enjoy!

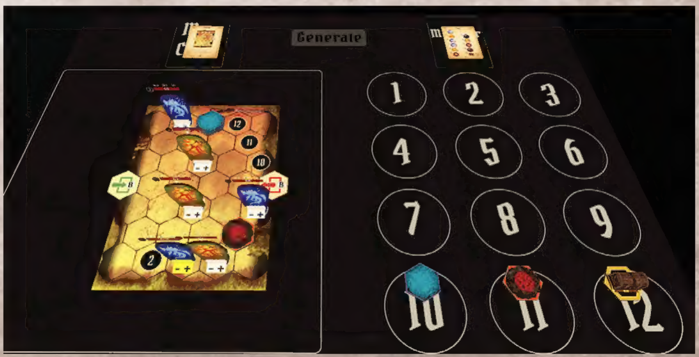
Minor Stamina Potion
Major Stamina Potion
10
30

Monster Artificial Intelligence Reference

1. Initial check

2. Find focus

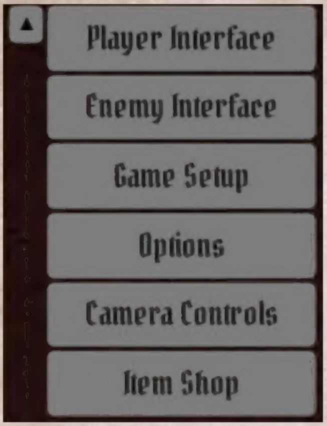
3. Execute Monster abilities (move, attack, and others)



Mod Interface

Many features of the game are access through the interface. Some of these features will be explained in later [illegible]

Menu


Player Interface
Enemy Interface
Game Setup
Options
Camera Controls
Item Shop

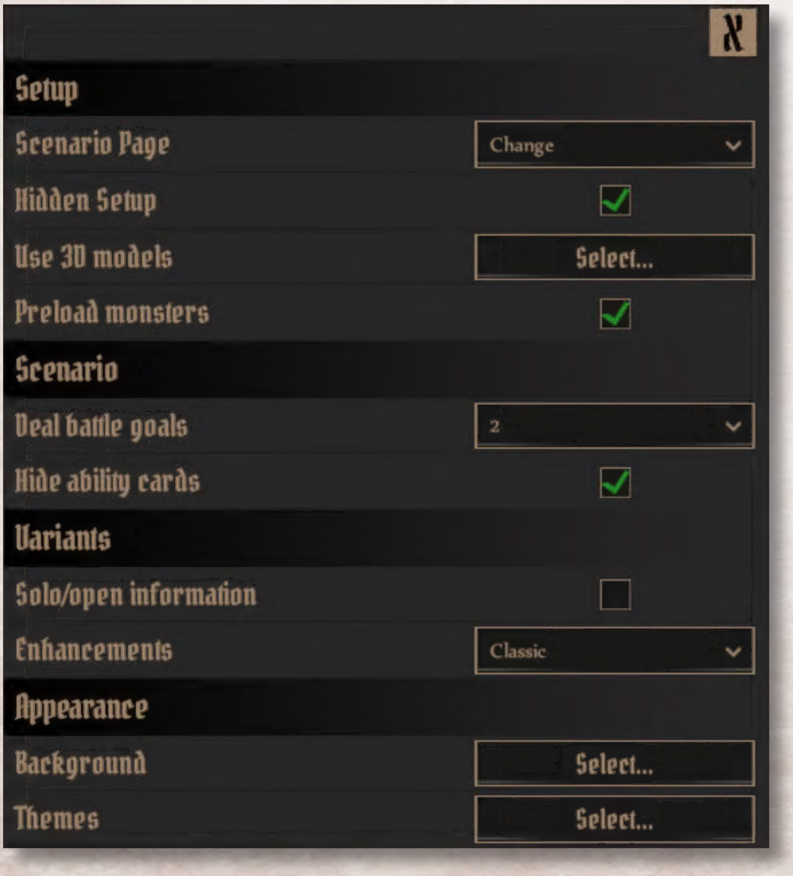
- **[illegible]** [illegible]
- **[illegible]** [illegible]
- **[illegible]** [illegible]
- **[illegible]** [illegible]
- **[illegible]** [illegible]
- **[illegible]** [illegible]

[illegible]

[illegible]

- [illegible] **[illegible]** the page of your [illegible] **[illegible]** a new scenario book set to the correct page
- [illegible]
- [illegible]
- Whether monster types are revealed at the [illegible]
- [illegible]
- Whether ability cards are played face-down or face-up
- [illegible]
- [illegible]
- [illegible]
- Enable Frosthaven style icons

Feel free to send feedback or ideas for other [illegible]



Setup
Scenario Page: Change
Hidden Setup: ☑
Use 3D models: Select...
Preload monsters: ☑

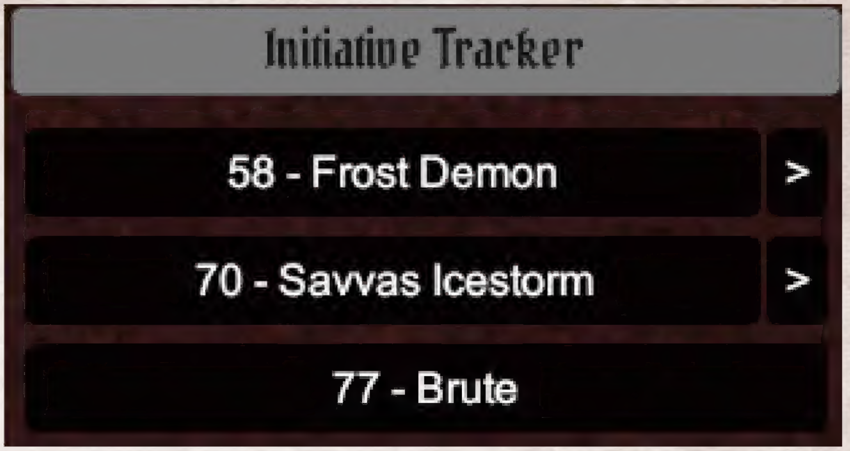
Scenario
Deal battle goals: 2
Hide ability cards: ☑

Variants
Solo/open information: ☐
Enhancements: Classic

Appearance
Background: Select...
Themes: Select...

Initiative

[illegible]
[illegible]


Initiative Tracker

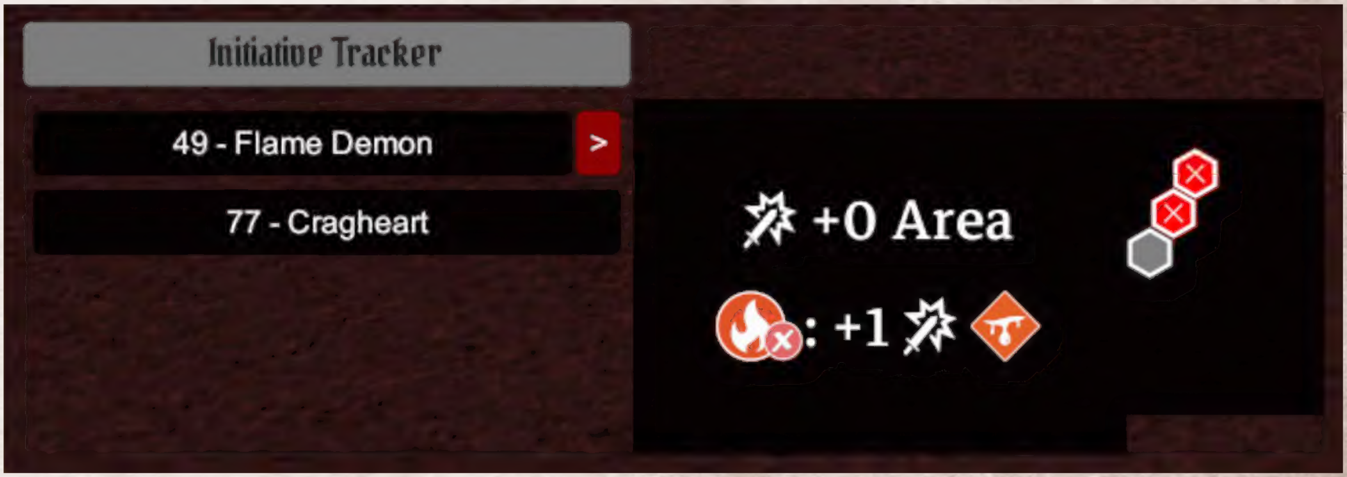
58 - Frost Demon >

70 - Savvas Icestorm >

77 - Brute

[illegible]
[illegible]
player's character mat.

[illegible]
ability this enemy will perform so that you don't need to pan to the enemy mat.


Initiative Tracker

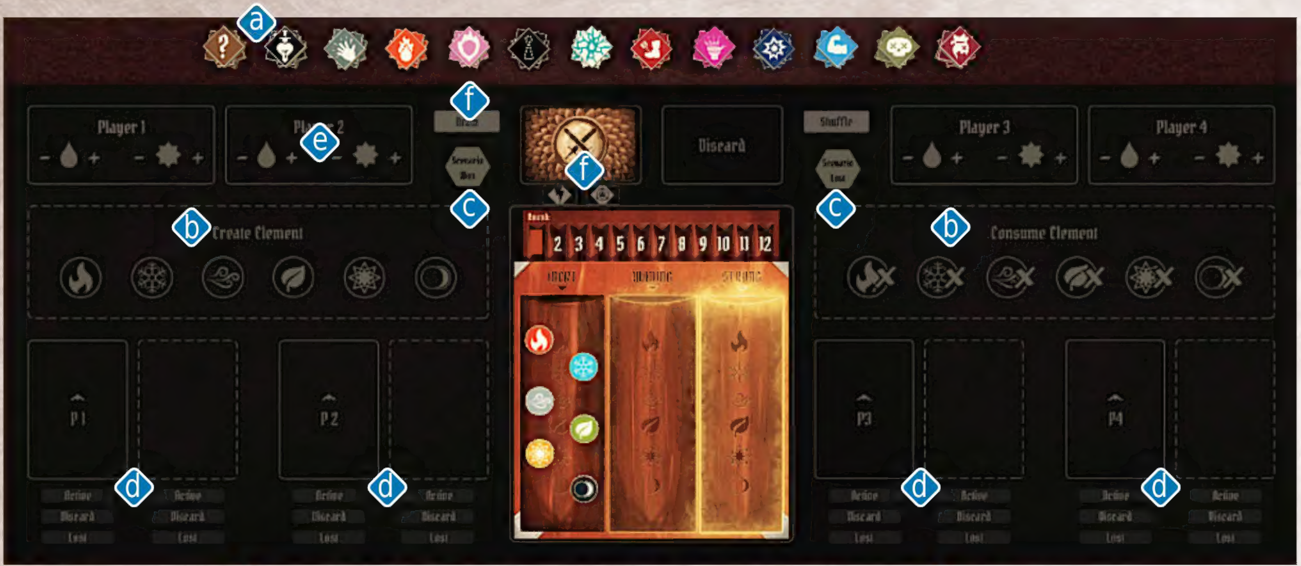
49 - Flame Demon >

77 - Cragheart

Starting a New Campaign

[illegible] Manager will make it easy for you to import your campaigns into updated versions of this mod.

Play Area


a
f
e
c
b
d
Player 1
Player 2
Player 3
Player 4
Discard
Shuffle
Create Element
Consume Element
Inert
Waning
Strong
P1
P2
P3
P4
Active
Discard
Lost

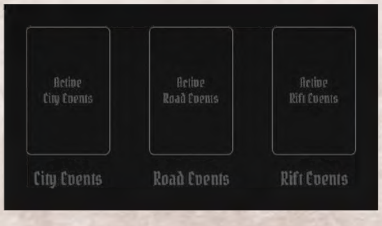
- [illegible] ⓐ are found above the play area. [illegible]
- Element Toggles ⓑ are on each side of the area. The [illegible] while the right side moves them to the Inert column.
- [illegible] ⓒ for quick cleanup. Right-[illegible]
- Card Zones ⓓ [illegible] F" and dragging them over. You may also bind a hotkey for playing [illegible]
- HP and XP toggles ⓔ are available for each player.
- [illegible] ⓕ [illegible] the remaining deck!

Card Belts

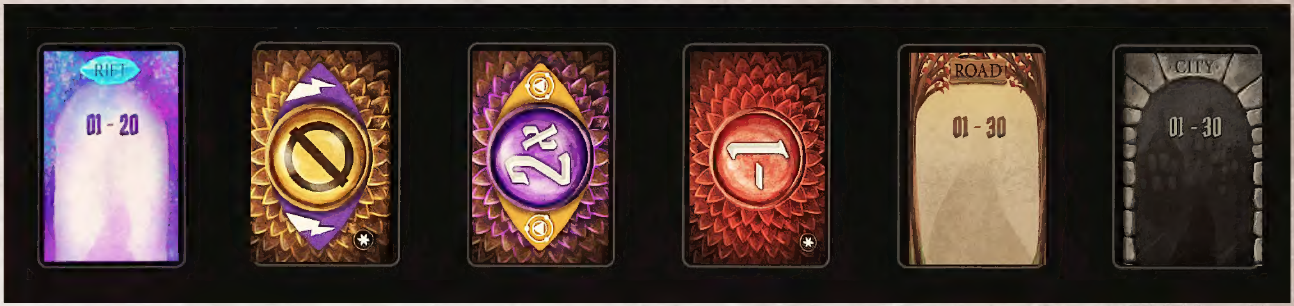
[illegible]

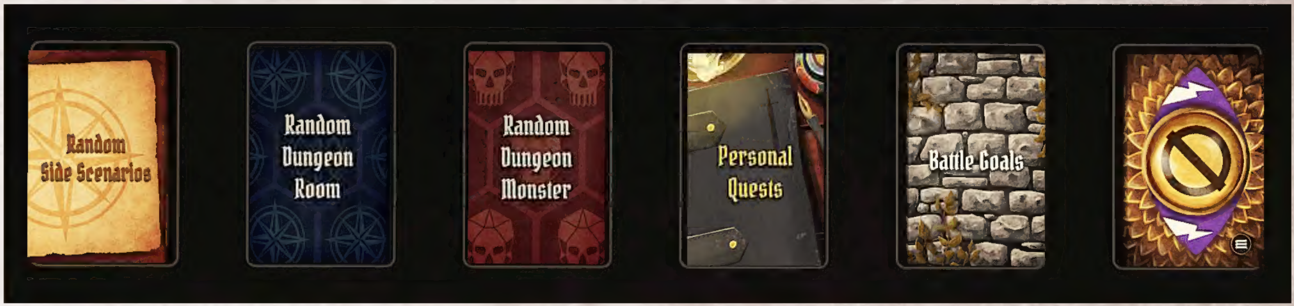
[illegible]

This icon indicates the event should be removed from the game. These can be placed between the right card belt and the map.

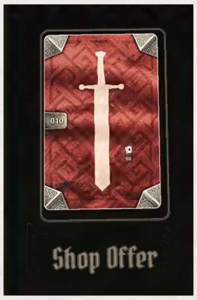

Active City Events
Active Road Events
Active Rift Events
City Events
Road Events
Rift Events

Z]PZöö K vZ]ê(Zè«Ô«}µ]oo.våêZ]åêäX
E }ZZêåv]¿µo«V «}µ«å]våêå(«}åêåPZåvZê
åêåpX /(l]åê]ålå«ö«}µvö¡}â}(ZöU]µuâ«å}¿
anything from the belt slot and click the now-empty belt slot to respawn the relevant tuck.


RIFT
01 - 20
2x
ROAD
01 - 30
CITY
01 - 30

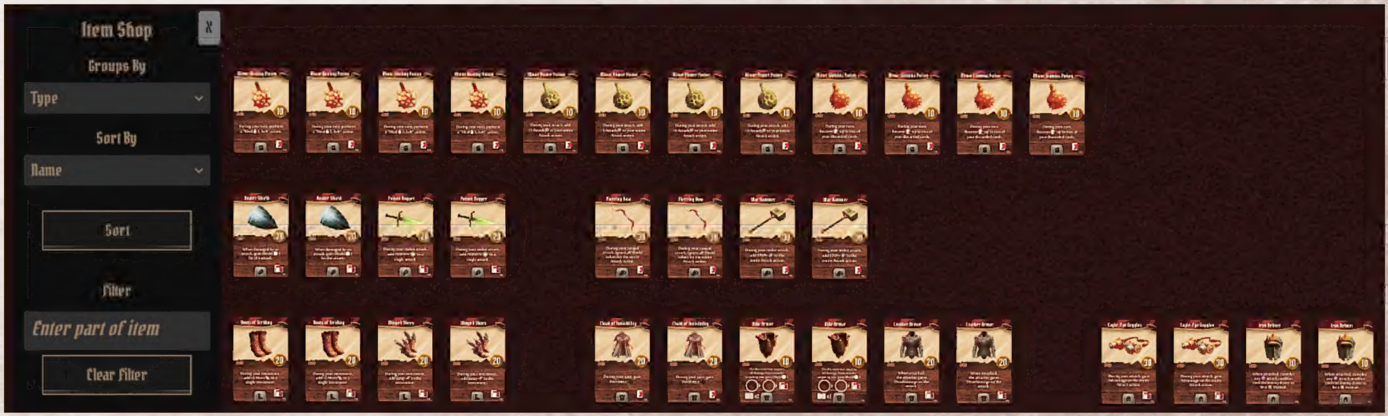

Random Side Scenarios
Random Dungeon Room
Random Dungeon Monster
Personal Quests
Battle Goals

>Lö dZ>L oZ}êo}(ZZ}åvPvåêvåPuvX åê}µvo«vå
unlock the **Wååå** deck by moving all of its cards into the **]ö^µ«** tuck. By clicking on the "**Wååö**
X_oo(}ZêU}åUå]ö(åuZê}å¡]ooåêZåå(Zö(}å
¿¡]vPX Z]PZöo]l]vP¡]ooåoZ}åê]öåZ >L oX


010
Shop Offer

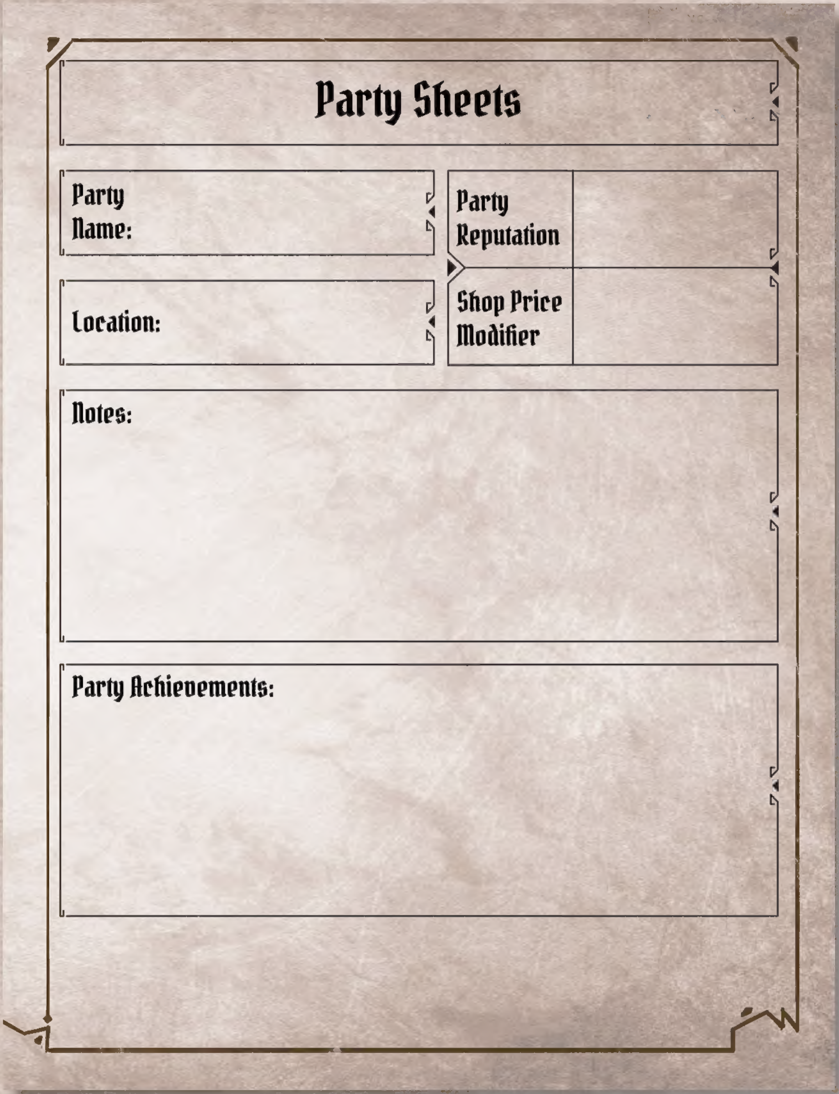
oê}vZ]êåZ ^^Z}ÅX +åê}åU ¡Zåo]öê}µo}lvlê}å
åo]vZê(Z]}vZWååê}åX z}µåêv]Ãöêvå
Z]åWååê}å«åvPZ}êvåêuê«åZ]vP¿oo]vZ]ê
pile.

& }åêPvDvPåêXÜ«}[ooo]lo«.v]ååZ]vP«}Z¿
å]vZ]åê(}å]PuPåv¡ê


Item Shop
Groups By
Type
Sort By
Name
Sort
Filter
Enter part of item
Clear Filter

Opening the **/ö^Z}â** âo(åuZ]våuvP]ê}µåvå}âv]Ãöêvå PååX
z}µoêêZPåêvuU]övµê}åêv«}µvåå.oåX

Party Sheet



Party Sheets

Party Name:	
Party Reputation	
Location:	
Shop Price Modifier	

Notes:

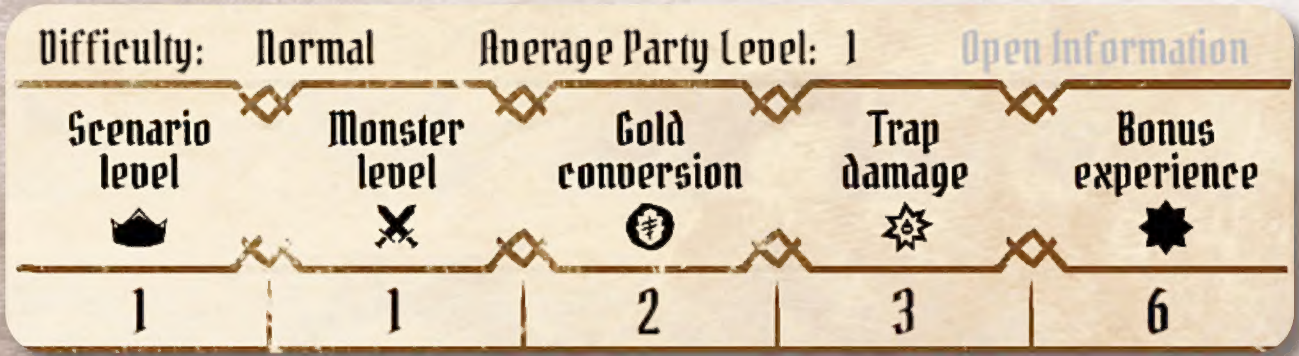
Party Achievements:

K vŽoL ĞĞ}(ŽöU «}[µoê Ž]ĞĞĞ]vP]v(}ĂŬv about your party.

<ĞĞv(}ĂŬvĂŬĞĞ«}ĞĞ in the “**Notes_**ĞvvŽĞ}ĞĞ campaign-based achievements in the “**Party Achievements_**ĞvX d}o}lŽŽö vĞĞvö}ĞĞ o]lŽ “**Party Sheets**” label.

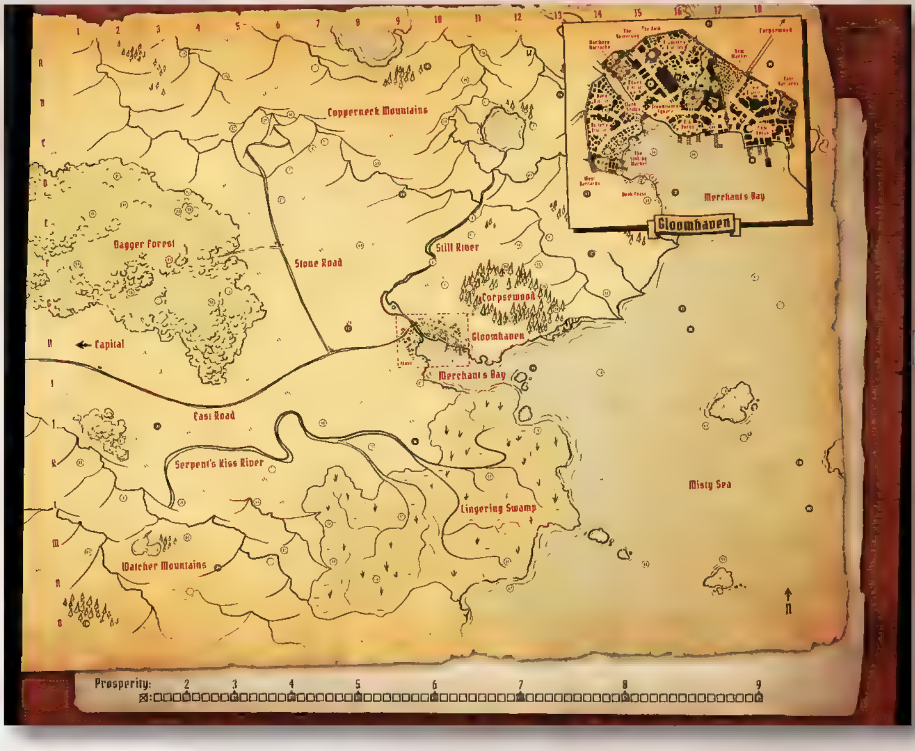
As you increase the ***“Party Reputation”***U the reminder of your campaign’s total shop]ĞµöĞ}ĂĞĞ](«}ŽĞPĞ ĞvĞĞĞuöo«X

^vĞ}oĞviĞo]l]vP}vŽ]8µöêvPX o]l]vP¡]oo]vŽĞµĞPZö o]l]vP¡]ooĞĞX]8µöĞPĞv^ **Casual_**~^vĞ}>ĞrÓ^ **Easy_**~rÙ^ **Normal**” ~=Ü^**Hard_**~=ÙU^**Very Hard_**~=Óv^ **Insane_**~=Ôz}Ğ **“Average Party Level”** and the ***“Open Information”*** ĞPPoĞĞ]ĞĞ«XĞW Ğ>Ğ]ĞuöoĞĞvPŽoĞ}(ZµĞ character.



Difficulty: Normal	Average Party Level: 1	Open Information		
Scenario level	Monster level	Gold conversion	Trap damage	Bonus experience
1	1	2	3	6

World Map


Copperneck Mountains
Dagger Forest
Stone Road
Still River
Corpsewood
Gloomhaven
Capital
Merchant's Bay
East Road
Serpent's Kiss River
Lingering Swamp
Misty Sea
Watcher Mountains
Gloomhaven
Merchant's Bay
Prosperity: 2 3 4 5 6 7 8 9

On the right side of the table is the t}åDâ]þããuvå

Each Scenario number is its own controller. Clicking any of the numbers on the map will place the scenario ã}ãö}ŭvU ¡Z]oåPZö o]l]vP¡]ooå}ãå

o]l]vP}vãåv¡]oouå the scenario complete with a black uåU ¡Z]oo]l]vP}v}uâö scenario will remove the mark.

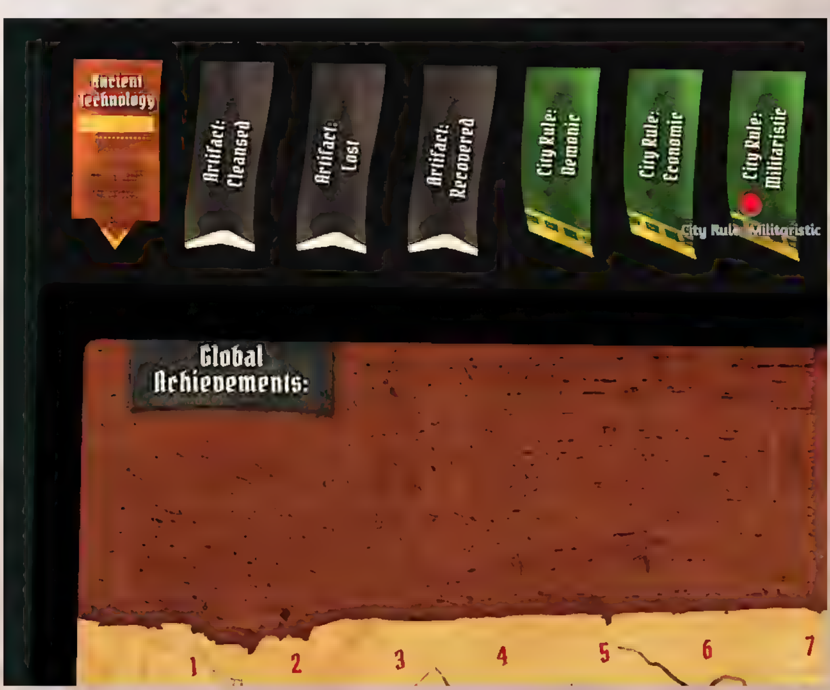
}µro]l]vP¡]ooå^vå} for play according to your party's åöv}>ç~]voµvP]8µöu}].åâ«åµå

dåâro]l]vP¡]ooußãå

¡]ãââU åPv](«]vPããvå}]ê}l(åuâ«(}å}åvå

Beneath the World Map is the **Prosperity Track**X tZvåuã]vP}åöoê}µ]våvã]ê åuâ«o]l}v}(ã}åZluåX ãui}åV åããâ}oU«}µ¡]ooåê ã}åvçåUvåuüåããâ]vPê«µo}lêoX tZvvç}åâo}lU«}µvo]åvãuâo]l]vPã}çu]vã}çuroL}åå

Above the map are your current **Global Achievements**. Clicking anywhere in this region will pull out the various Achievement banners for you to paste on to the map. Some }(ããçµâåå µâê]vö dZv}o}P«X dZê]ooµuöo«åå as you re-add them to the map.


Ancient Technology
Artifact: Cleansed
Artifact: Lost
Artifact: Recovered
City Rule: Demonic
City Rule: Economic
City Rule: Militaristic
City Rule: Militaristic
Global Achievements:
1
2
3
4
5
6
7

Ancient Technology

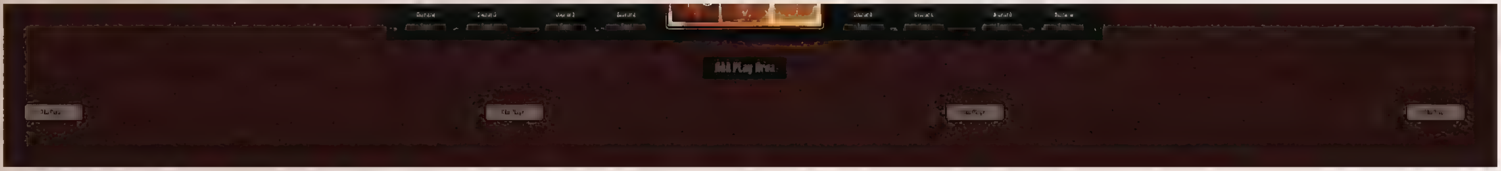
ãP]vv]vP}(åuåPvU«}µ]oo P]v«]vPã]ëZµW D]o]åê åå«}åã]çvå

Managing Your Campaign

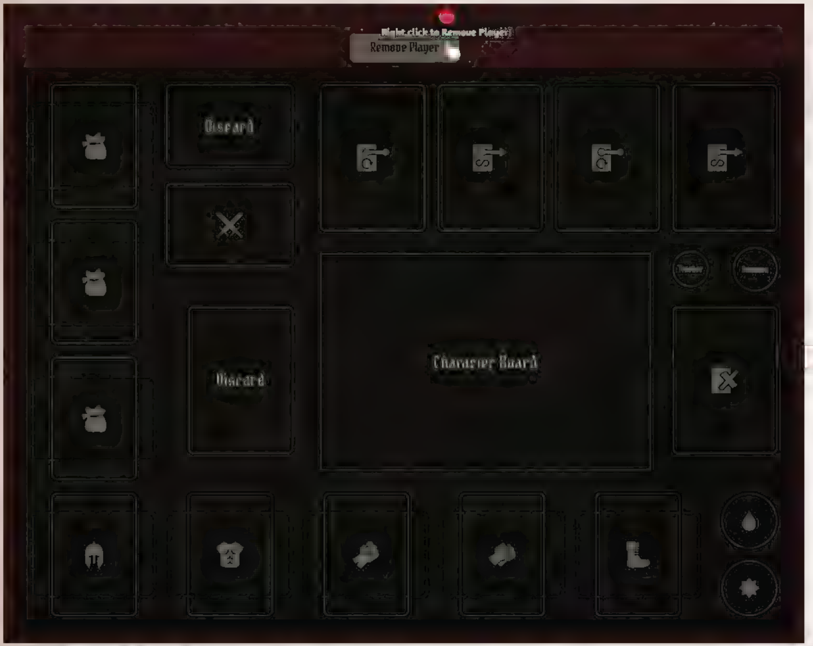
[illegible] **Gloomhaven Enhanced.**

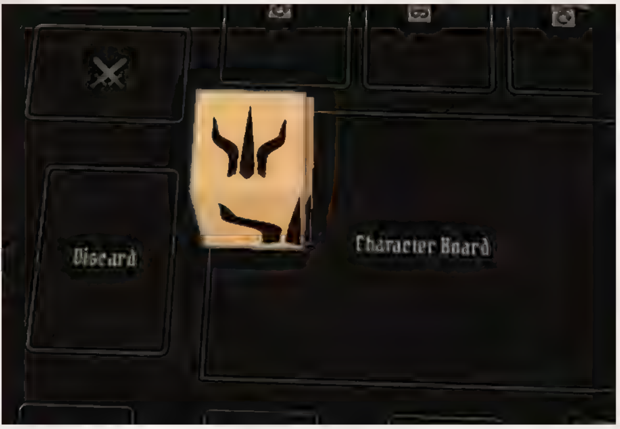
Characters

[illegible]

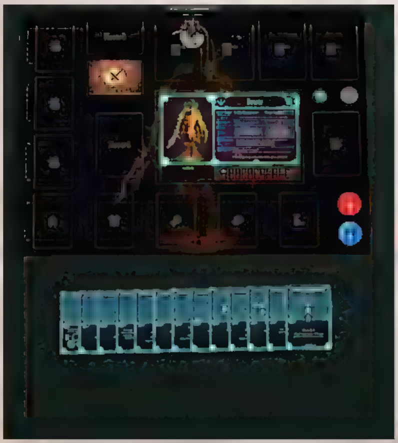

Add Play Area

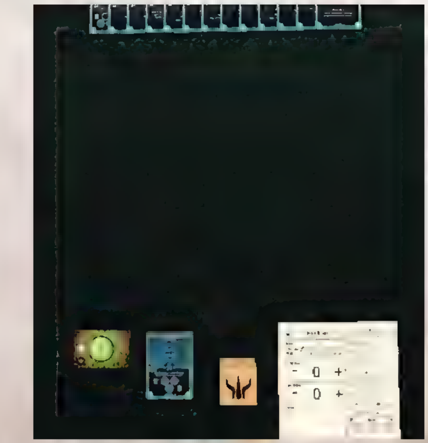
[illegible]


Right click to Remove Player
Remove Player
Discard
Discard
Character Board


Discard
Character Board

[illegible]

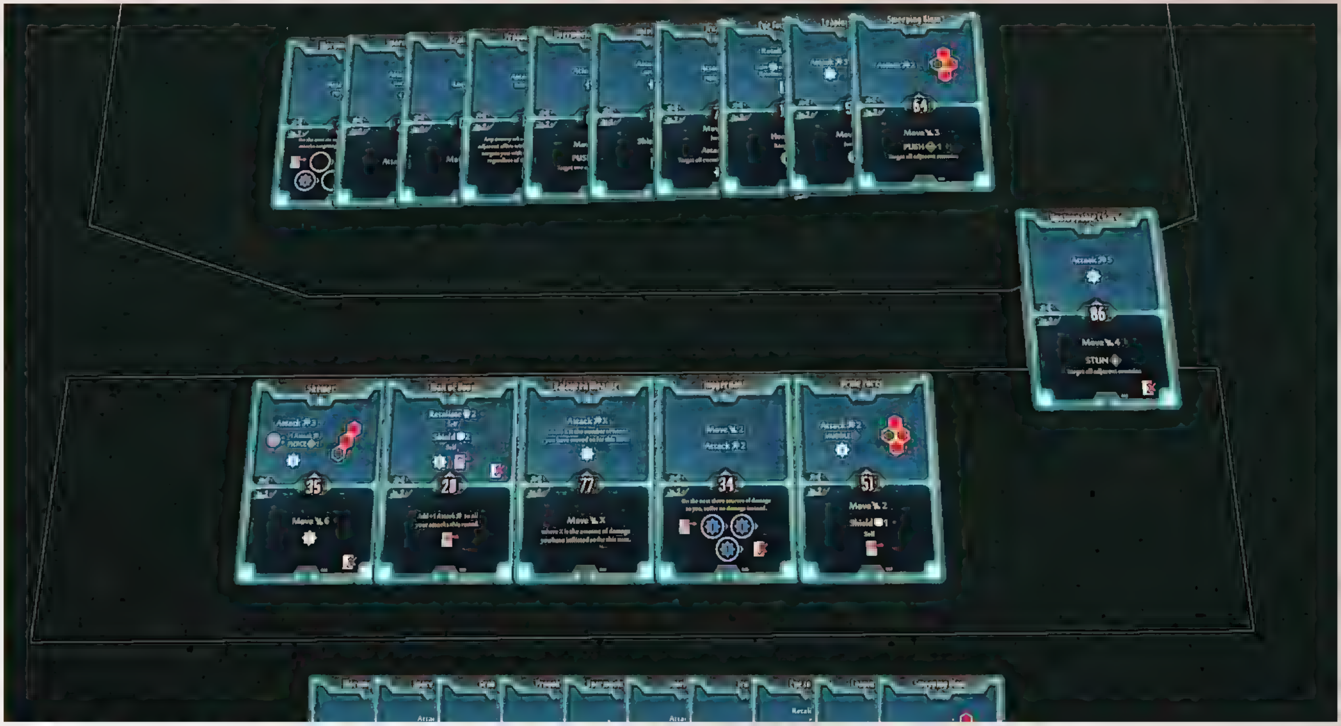




[illegible] **[illegible]** [illegible] stored details.

The **[illegible]** [illegible]

[illegible]



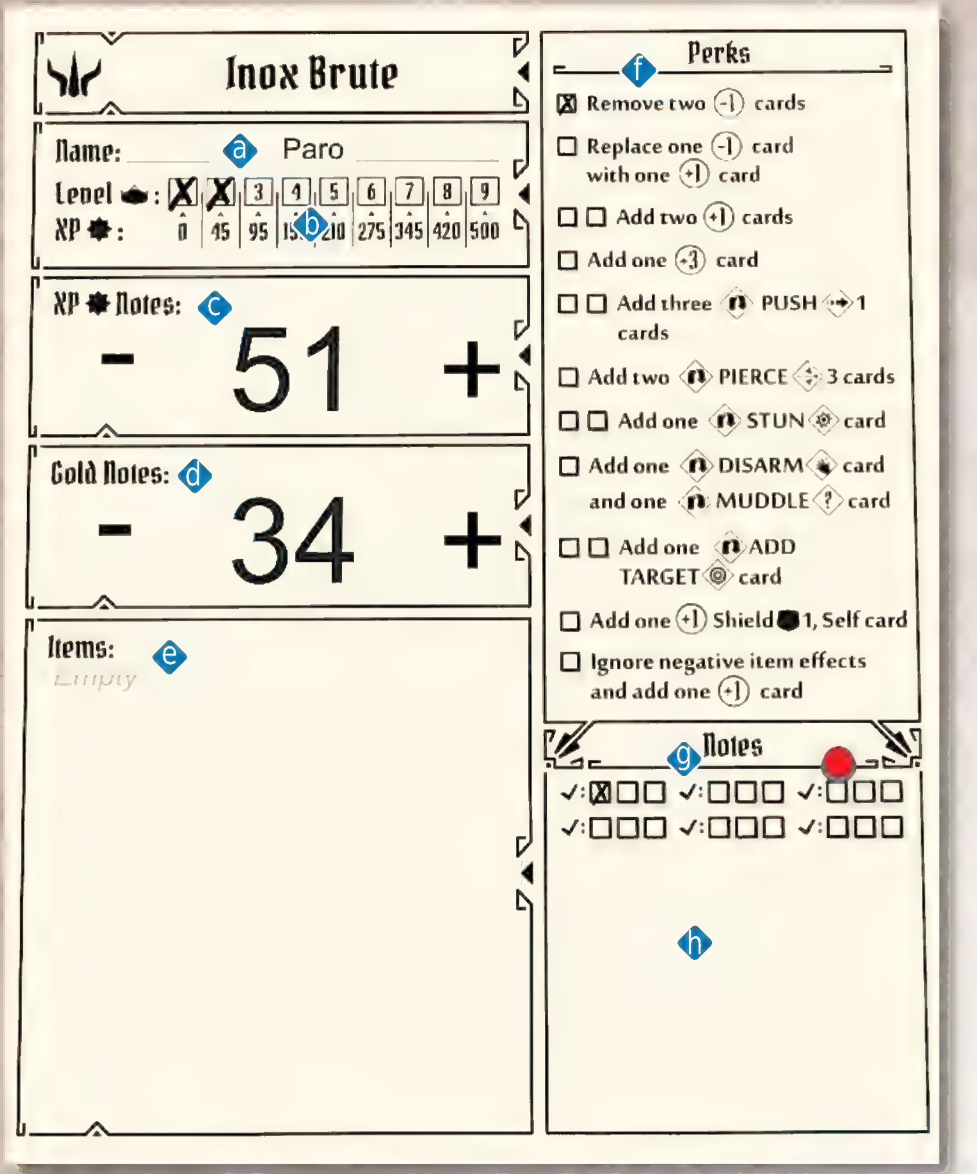
[illegible] **[illegible]** [illegible] these zones are hidden from other players by default.

[illegible]

[illegible] character outside of the private TTS notebook page.

With the inclusion of the **[illegible]** [illegible]

19 Attack Modifiers
Player 2



Inox Brute

Name: Paro

Level: ☒ ☒ 3 4 5 6 7 8 9
XP: 0 45 95 15 210 275 345 420 500

XP Notes: - 51 +

Gold Notes: - 34 +

Items:
Empty

Perks

- ☒ Remove two -1 cards
- ☐ Replace one -1 card with one +1 card
- ☐ ☐ Add two +1 cards
- ☐ Add one +3 card
- ☐ ☐ Add three PUSH 1 cards
- ☐ Add two PIERCE 3 cards
- ☐ ☐ Add one STUN card
- ☐ Add one DISARM card and one MUDDLE card
- ☐ ☐ Add one ADD TARGET card
- ☐ Add one +1 Shield 1, Self card
- ☐ Ignore negative item effects and add one +1 card

Notes

✓:☒☐☐ ✓:☐☐☐ ✓:☐☐☐
✓:☐☐☐ ✓:☐☐☐ ✓:☐☐☐

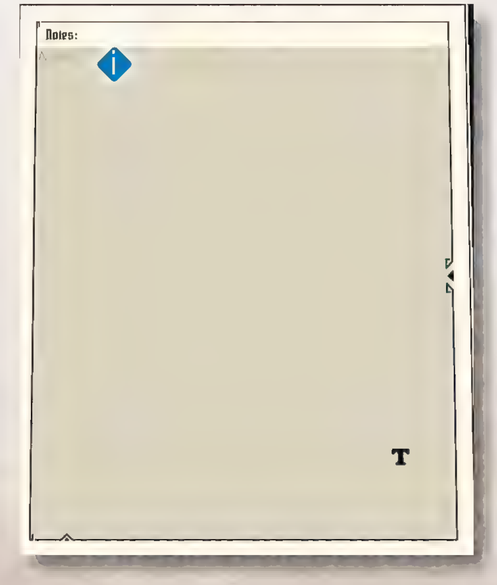
- A character name a will be referenced when you enable them]vZv}]l}vŒvZv you pack up the character's tuck box.

- Click on these b to toggle the level for your character. dZ]oopuöo«µ your character's total XP when selected. When redeploying an]vZZµ oµiµuΔ]uµ ZoZpuöo«X

- Total XP c for the character is ŒZ o]l=lrµiµ }vU }Z]}µiµ µ]vZ]X

- Total Gold d is tracked here. The controls are the same as the XP tracker. Future updates will automate gold tracking.

- Items belonging to your character e are tracked by the Campaign DvPµuöo«]u them when redeploying an]vZµ}ΔX



Notes:

T

- Character perks f are used to track what changes have been]µ«}µD }].X vµvUZ]µuöo««]vPv}«]vP«}Z övü«üX

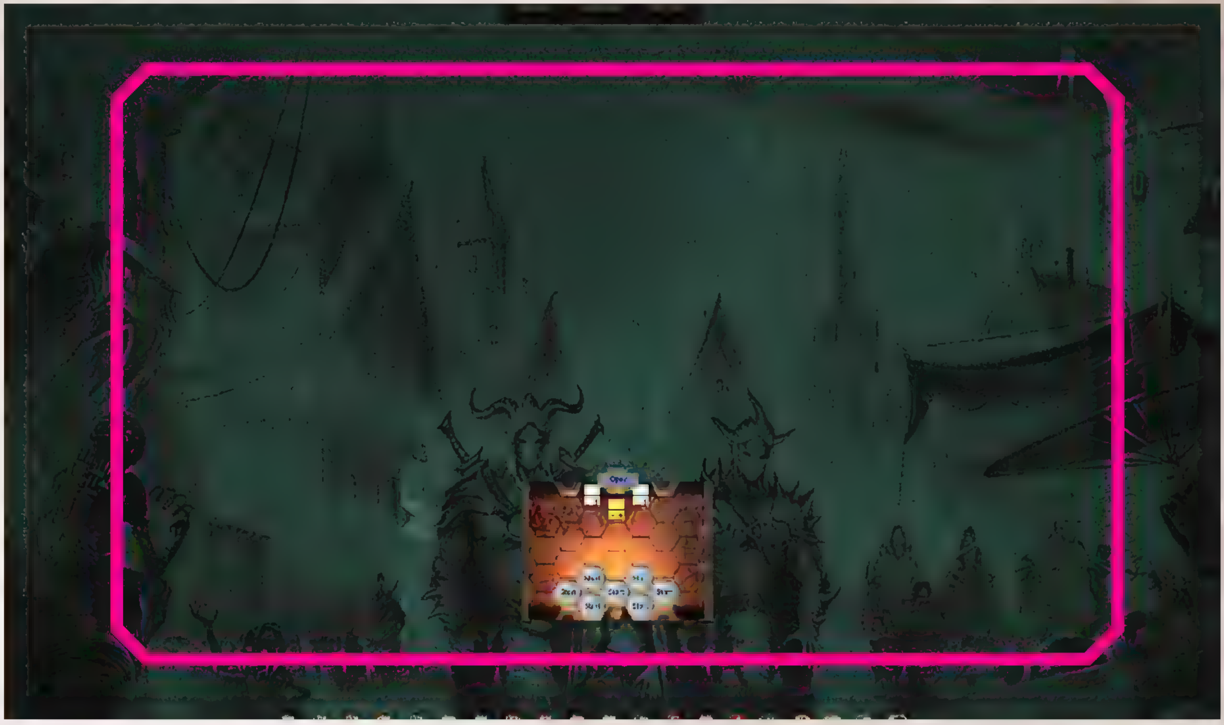
- ©' }o_Zl g are accumulated through the course of a campaign. Three of them equals another perk. You cannot obtain more than six total perks through checks.

- Notes h v¡µ©]vZ]oo©µZ«}µ Zl ^}uZµ}µµ}Z]X

- Expanded Notes i vo]µvZl~(_µ G]µ}(ZÜ vPZv}µö ovZ dZ]µorµöo(}µ ¡Zµ}µ«vX E}ZZ]o]µoµ }Z«µ µo]lZ«µv}µ}lX

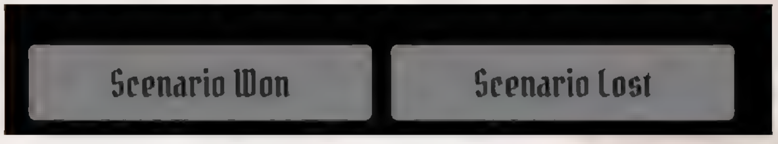
Scenario Setup

[illegible] a Scenario from the **Game Setup** [illegible]

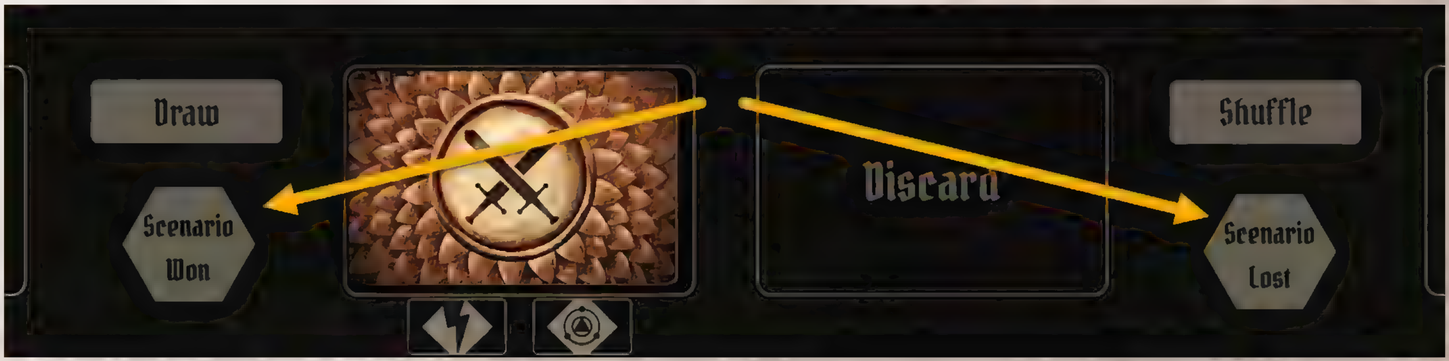


Scenario Completion

[illegible] will be cleaned and primed for the next Scenario you select to play.

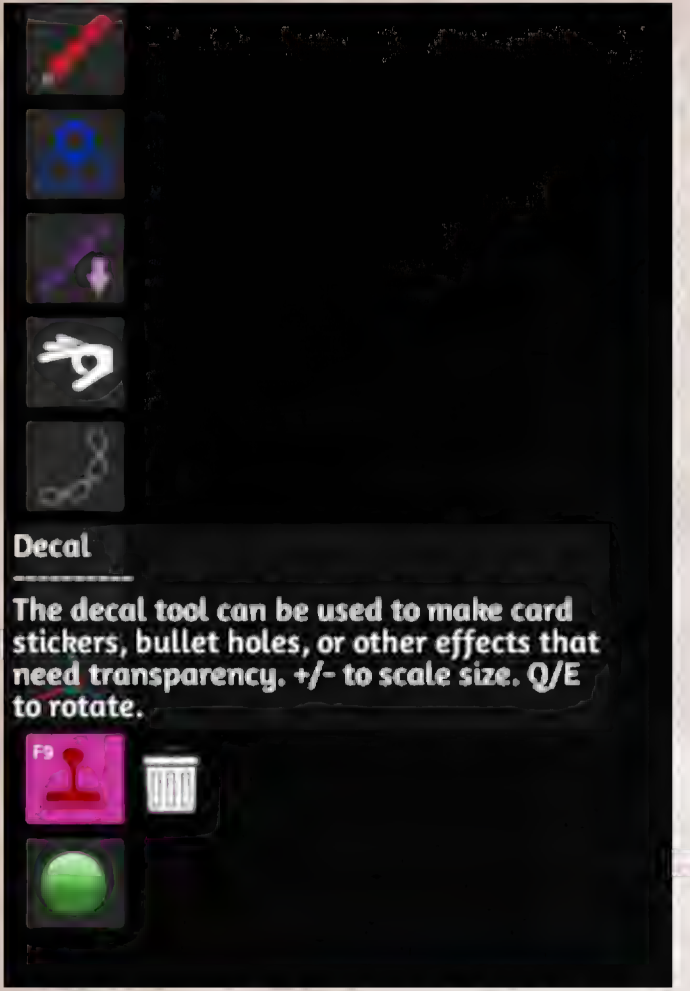

Scenario Won
Scenario Lost

[illegible] **Scenario Rewards** [illegible]


Draw
Discard
Shuffle
Scenario Won
Scenario Lost

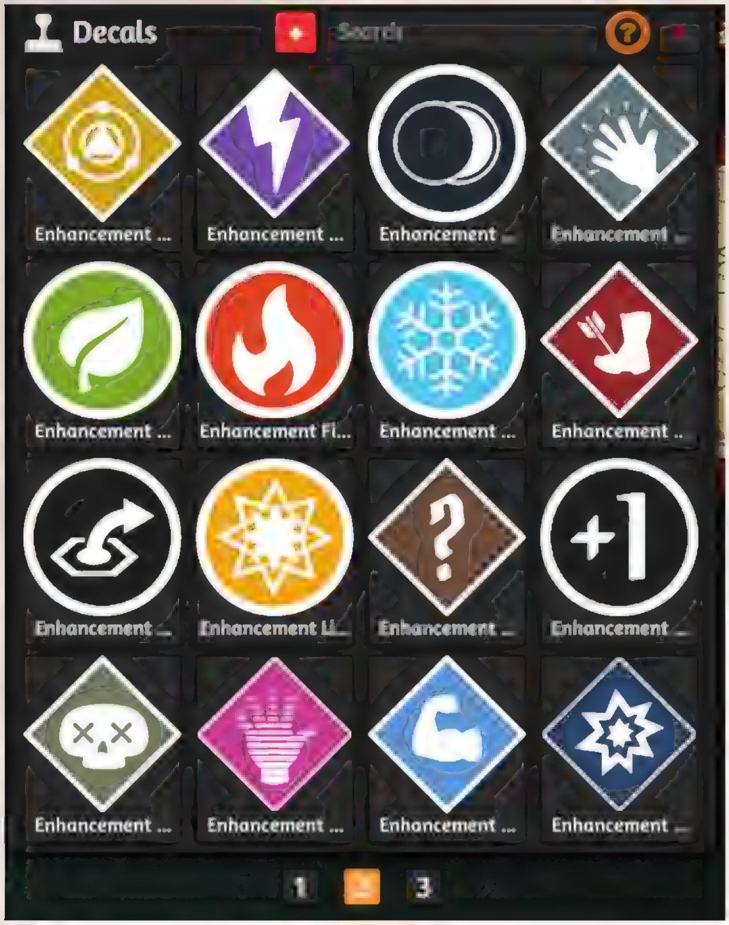
Enhancements

L ĝP ĝvP]v«}ĝĝPvU «}[µoyµo«P]vĝvZvuvĝ dZĝvo¡]ĝdd^
oĝ d}vZvv]o]ĝU .ĝ}[µo¡vĝâĝĝu¡Zĝvĝö}v]ĝ¡vX dZvĝ
either the “**F9**“ key or click on the “**o** _ĝ}o}vĝoL ĝ}(«}ĝd^ĝW

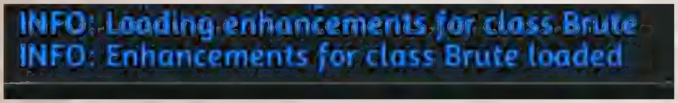


Decal

The decal tool can be used to make card stickers, bullet holes, or other effects that need transparency. +/- to scale size. Q/E to rotate.

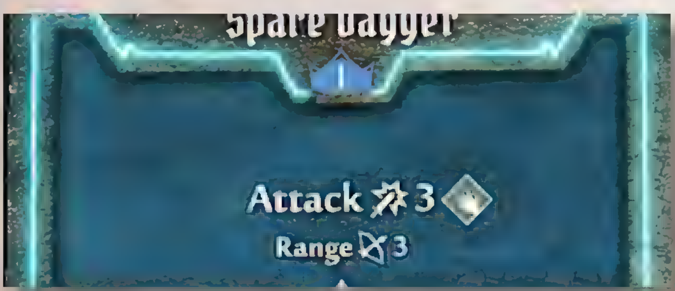

Decals
Search
Enhancement ...
Enhancement ...
Enhancement ...
Enhancement ...
Enhancement ...
Enhancement Fi...
Enhancement ...
Enhancement ..
Enhancement ...
Enhancement Li...
Enhancement ...
Enhancement ...
Enhancement ...
Enhancement ...
Enhancement ...
Enhancement ...
1
2
3

Select the appropriate decal and click on the appropriate place on your ability card and deduct the requisite amount of gold based on the cost listed in the Enhancement Guide. The Campaign M anager will also
ĝuöo«ĝvĝ«v«}(ĝêZvuvĝ}ĝöĝ}ĝĝ(ĝuĝPv¡Zv
«}ĝĝloĝ



```
INFO: Loading enhancements for class Brute
INFO: Enhancements for class Brute loaded
```

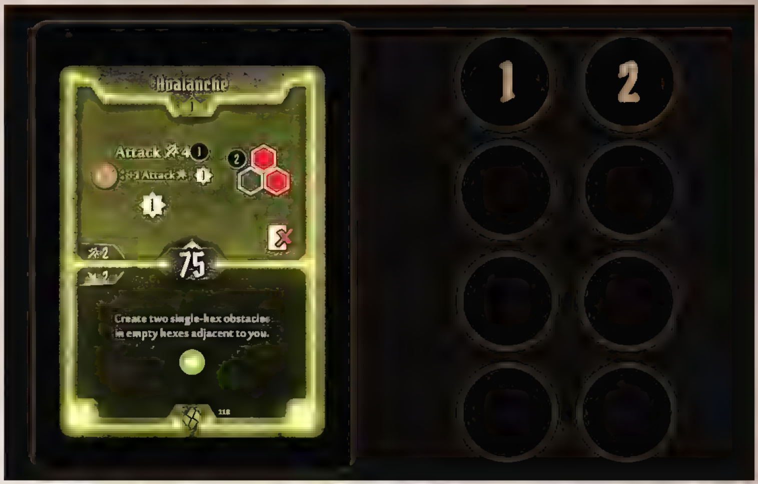
tZv«}ĝ]vĝ'o}oZ]µvĝ *The Power of Enhancement*_Uĝö¡]ooP]vĝvZvuvö
Y µ'µvĝvZvuvöµĝ dZPµĝ }ĝoo ĝv}(ĝĝuĝZµ}}l¡]ĝ
ĝĝyĝv(}ĝĝv}µZvuvĝvĝĝĝPµâ}vĝö¡]ĝĝ
other books.

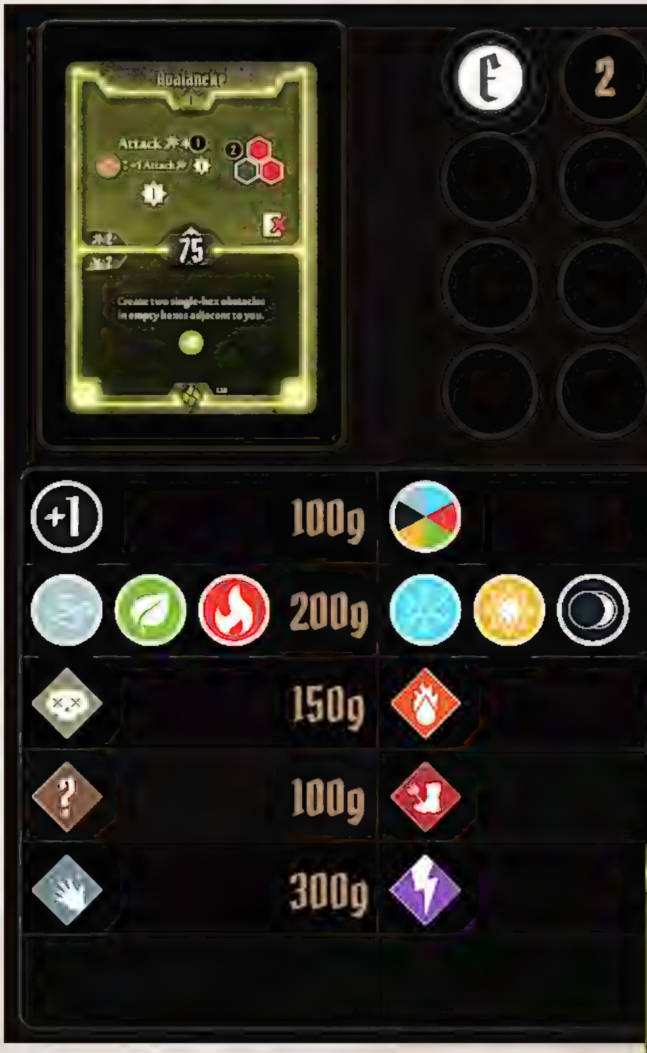

Spare Dagger
Attack 3
Range 3

Enhancement Calculator

The Enhancement Calculator is a tool to help you þo«v}ƒâ}(v«vZvuvö (}ƒƒÓþvƒu}~/Zê þƒƒuþPvDvPå

E }ÿW dZopþå«þuüþâ}åvP }å«X dZ]êþo«þoþuâ« þvP«}þuU o}þvPƒo}«U vƒv åâ]vPƒ.oX W oþå«}ƒþê «}µ}µå

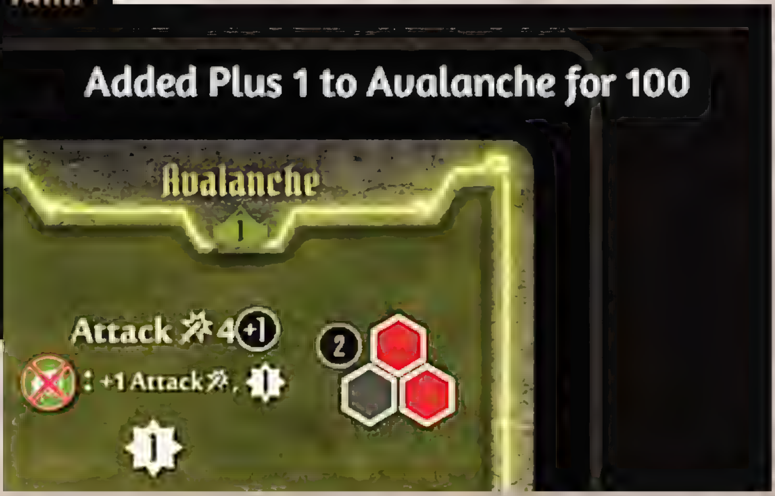

Avalanche
1
Attack 4
+1 Attack
2
75
Create two single-hex obstacles in empty hexes adjacent to you.
118
1
2


Avalanche
1
Attack 4
+1 Attack
2
75
Create two single-hex obstacles in empty hexes adjacent to you.
E
2
+1
100g
300g
200g
200g
150g
150g
100g
300g

d}ƒopþå iþâ«]o]«å in the labeled spot and click on the number that correlates to the now-highlighted enhancement spots. Each valid enhancement will be shown o}vP¡]ƒ]êþþX dZvU iþ]l on the enhancement you want and a decal will þuüo«â]X

E }ÿW dZ]ê]oov}þuüo«þ}o (åu«}þââ' åuþ}ƒö «}þ(J

You can remove any applied enhancements by iþ]l]vP }vƒu¡]ƒƒoþ}o}þ z}µ ƒ }þå}««}þåå«]vP enhancements so that the Campaign Manager can save them.



Added Plus 1 to Avalanche for 100

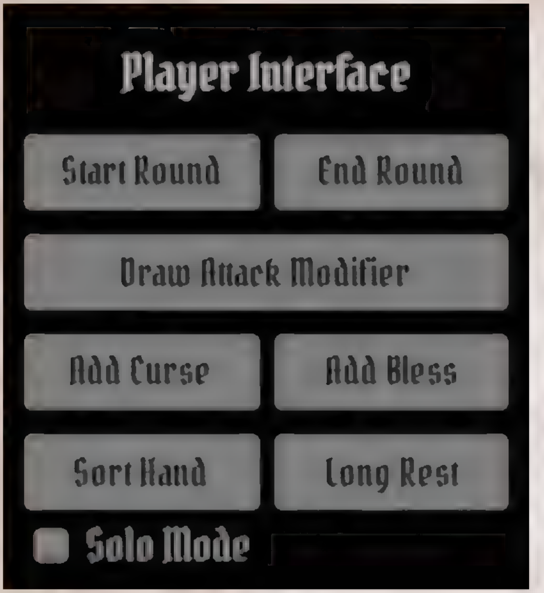
Avalanche
1
Attack 4 +1
+1 Attack
2

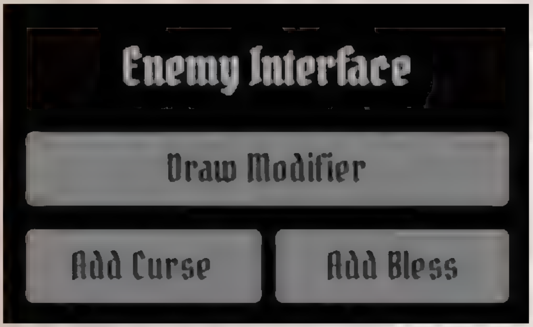
Tools for Your Campaign

t[¿voµµå(r}vê]vå]ÿvåul«}åPvê}}Zvvi}«o
ΔåvX dZuåPvDvPå}o}lê ZåyêåUvu}X dZå
]våZêΔå¡]Z]ÿvo(åu]v]u]ZüåZµüP(}åvêvZ
öX dZåZoåuêå}G}¡Zåå}(«}åPåZ]Zv(}µ]vZ
Zå}}lê'jê bag next to the Gloomhaven box.

Battle Interface

åvåê


Player Interface
Start Round
End Round
Draw Attack Modifier
Add Curse
Add Bless
Sort Hand
Long Rest
☐ Solo Mode


Enemy Interface
Draw Modifier
Add Curse
Add Bless

dZW o«åvå]voå vå vPZê«åU
]voµvP **^åvZ}µU å D}].å åê**
^}åU v>}vPZX

Start Round ¡]ooZlå}«ZåZåv.åZ]å
>}vPZê}Zöoå(Zvåvê«U ZvG]â
åê«åér}¡vÿvå}Zåvåÿv
å}åu«åö«}vZuX dZå]åv]ÿ
]v(}åÿvUêooZÿvZvu«¡]ooåvPZ
åU¡]ooZv]ê«}vZ/v]åX

End Round ¡]ooo}Z/v]åê u}Zouvå
Z]ååoµvê^åvPåtv]vPUtv]vPå/vêZK
åZååê våoooåvåå
Z]åX

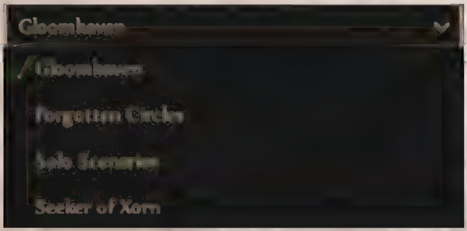
Sort Hand ¡]ooåå}åuåZv(åu(åv]å
ê}¡åv]X

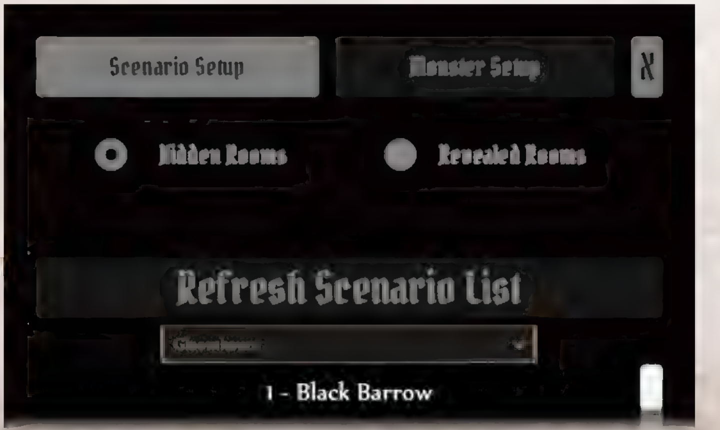
Long Rest ¡]ooZå«åêå/v]åvZ]v]ÿ
åoo}¡Zåµåå]Z}Zê«Z¿vP
åvZê«X

&]voo«U ^}o}D}]åPPoZöo}¡åvê«ååoo}(
ZåvåZZåöX dZW o«åvu«
]våéu}å«åZê«ååX

'u^å

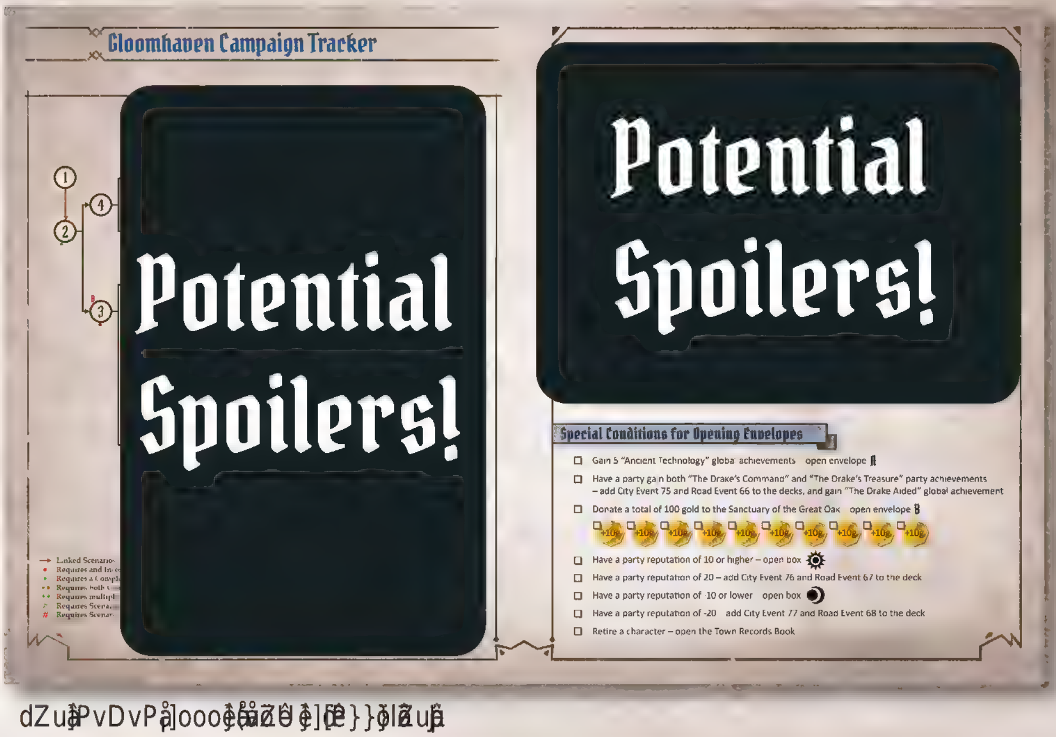
The **'u^å** window is for loading a scenario or]vPvvu«X z}µåZZo]ê which allows the menu to also include any custom content that's been added. The **^vå}^å** includes a **uåPv** åå¡vuvµul]vP]åå (}å}å.vZ scenario you are looking for.


Gloomhaven
✓ Gloomhaven
Forgotten Circles
Solo Scenarios
Seeker of Xorn


Scenario Setup
Monster Setup
X
○ Hidden Rooms
○ Revealed Rooms
Refresh Scenario List
Gloomhaven
1 - Black Barrow

Campaign Tracker

[illegible] **Gloomhaven** [illegible]



Gloomhaven Campaign Tracker

Potential Spoilers!

Potential Spoilers!

Special Conditions for Opening Envelopes

☐ Gain 5 "Ancient Technology" global achievements – open envelope A

☐ Have a party gain both "The Drake's Command" and "The Drake's Treasure" party achievements – add City Event 75 and Road Event 66 to the decks, and gain "The Drake Aided" global achievement

☐ Donate a total of 100 gold to the Sanctuary of the Great Oak – open envelope B

☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g

☐ Have a party reputation of 10 or higher – open box ☼

☐ Have a party reputation of 20 – add City Event 76 and Road Event 67 to the deck

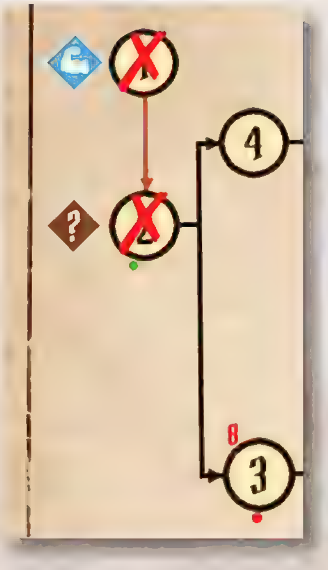
☐ Have a party reputation of -10 or lower – open box ●

☐ Have a party reputation of -20 – add City Event 77 and Road Event 68 to the deck

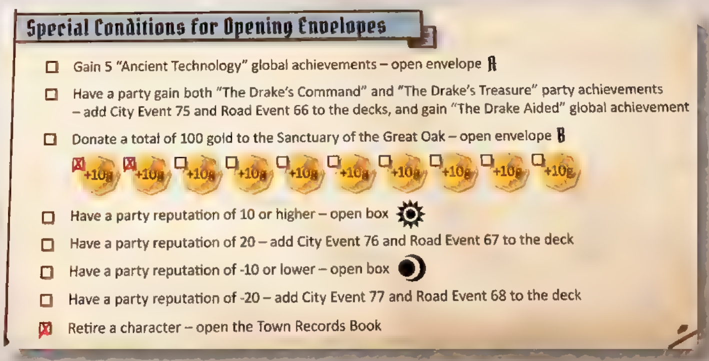
☐ Retire a character – open the Town Records Book

[illegible]

[illegible]



[illegible]
denote an uncollected chest.



Special Conditions for Opening Envelopes

☐ Gain 5 "Ancient Technology" global achievements – open envelope A

☐ Have a party gain both "The Drake's Command" and "The Drake's Treasure" party achievements – add City Event 75 and Road Event 66 to the decks, and gain "The Drake Aided" global achievement

☐ Donate a total of 100 gold to the Sanctuary of the Great Oak – open envelope B

☒ +10g ☒ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g ☐ +10g

☐ Have a party reputation of 10 or higher – open box ☼

☐ Have a party reputation of 20 – add City Event 76 and Road Event 67 to the deck

☐ Have a party reputation of -10 or lower – open box ●

☐ Have a party reputation of -20 – add City Event 77 and Road Event 68 to the deck

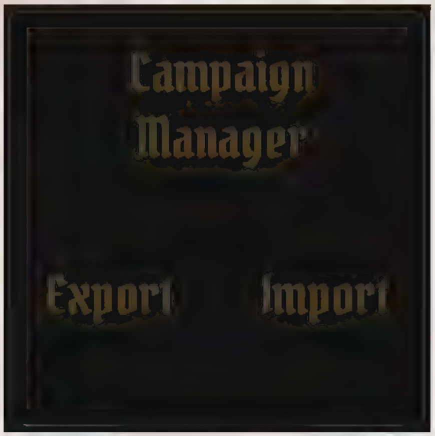
☒ Retire a character – open the Town Records Book

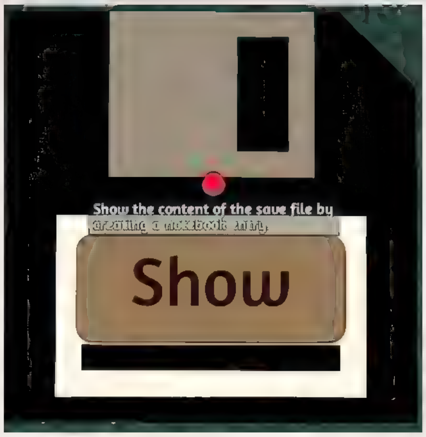
The Campaign Tracker should be a good tool for helping keep your party organized and on track from week to [illegible]

Campaign Manager

[illegible]

[illegible]


Campaign Manager
Export
Import


Show the content of the save file by creating a notebook entry
Show

- Give your party a name on the Party Sheet
- [illegible] *"Advanced Abilities"* within your character area
- [illegible] pack and redeploy any characters that have received Enhancements on a Play Mat to ensure they are saved
- Pack your Item Shop and ensure all items that were in the shop area get pulled back into the *"Shop Offer"* deck
- All of your events are either sorted into the area for the *"Active Events"* [illegible] kept in the card belt on the right side of the table

By clicking on "**[illegible]** [illegible] Enhanced. If you click on "**[illegible]** [illegible]

By clicking on "**[illegible]** [illegible]

[illegible]

Migrating Your Campaign

The Campaign Manager can be used to migrate between **Fantasy Setup 2.0** [illegible] **Gloomhaven Enhanced** [illegible] **FS2.0** to **G.E.** is slightly more involved but this guide will include the necessary [illegible] **G.E.** [illegible] revisions.

& ^ÓïËvZv

- Load your **Fantasy Setup 2.0**]v]ü}~ôZ]v«}d^o}uvµZvêö]ü} **^i]v[ê** [Gloomhaven - Campaign Manager] Workshop Mod. Z lô}uuµ]öX }ulZåbêo]oM]AÔ

- If you are using *Jaws of the Lion~JOTL*}uoZ]ê]oov}ü]PZ]o]å vZvuv «}[ßoov}Z]ê}(X **Gloomhaven Enhanced** does support *JOTL*oZ]å ê]ooZvovZ]D}].

- uoê]oov}ZZ]ZvoU«}[ßovZ]u}].åvµo«X

- WvoY «v}ü]På«V ôZlZZv«}µ}]vZv¡}vX

- /(«}Z}oZv«}ü]ôZu}v«}ZµPvDvPå ü Z]ê]oovZ]åZvuv}K v«}µuôZ]êo]l^ Z«¡]oov«}vZv¡]oov}ZZX

vZvrE

- Clicking on the "**Save**_v}vZuPvDvPå}v«}¡]ooµK iX

- Carry this to a fresh **Gloomhaven Enhanced**ö~PZöo]l]vP}vZ^K iö^vP]ö}oo« and click the "**Load**_vX KZå]ZlZ]v(}åv}vX vZ}¡PÕ}}l.oµ for loading instead.

vZvrE & ^ÓïË

- Clicking on the "**Save**_v}vZuPvDvPå}v«}¡]ooµK iX KZå]ZlZ]v(}åv}vX vZ}¡PÕ}}l.oµå}]vP]vX

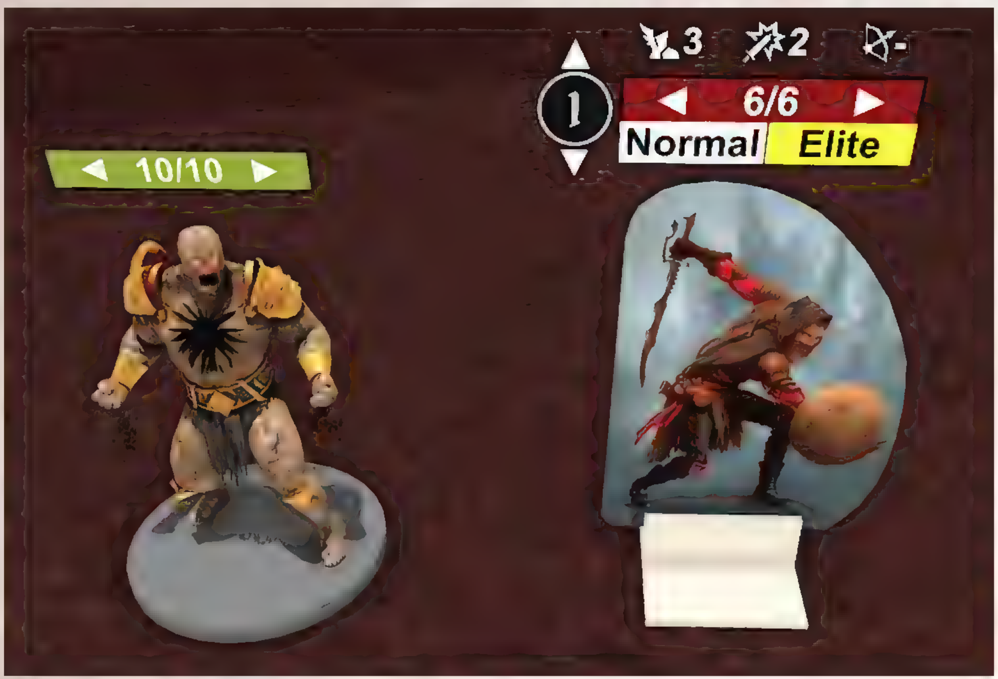
- Load a fresh **Fantasy Setup 2.0** öUZv]ü} **^i]v[ê** [Gloomhaven - Campaign Manager] Workshop Mod.

- v«}K io]vZE}}lUZvo]lZ^ **Load**_v}vÄo}}uZr Campaign Manager].

Hotkeys

Gloomhaven Enhanced }+ĕĕ[µv}vy]vž}ŏĕ ĕoŏĕµå(oĕ[}ĕ
features that can be put to use during your campaign.

Standee Buttons

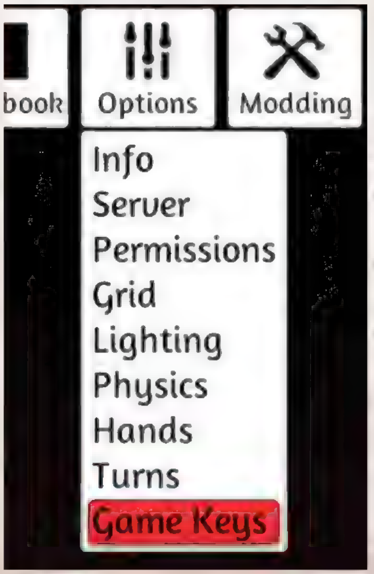


3
2
-
1
6/6
Normal
Elite
10/10

/(«}µŏuvµo«ĕž D∆]uµ,ož}(.Pĕ ZvPvvu«[ĕv]ŭĕž vPv vu«[Ê }åo}å]ĕ «}µo]l}vžu]o}(ž]žožĕĕožuvµiĕvö }vĕoĕ tZv«}[åv]žU o]l}vžĕĕĕž }vĕoĕ«X dZZožĕuöo« iĕ(žê«ĕZvĕ]ĕĕ

Shortcut Keys

- ^&_¡]ooG]å
- ^Z_¡]oožĸl
- “G” will group highlighted cards together into a deck
- ^ĭı_¡Z]oZ]PZo]PZüP}ĕ¡]ooĕžüv«ĕ ĕv
  ¡ZvĕvPž]ĕ ĕĕĕvµ]vü]vĕv](]@ĕ
  draw parts of the game board
- ,}o]vP ^D }ĕ~ĕoo¡Zo¡]oooo}¡«}ĕĕo«ĕåµž
  öV ^t_^_^^_^_(}ĕ}}žĕoo]vP
- ,}o]vP ^>d_¡]ooÃ}u]v}vu}ž]vPĕ žĕĕĕ
  Scrolling with the mousewheel will zoom in and out further. Pressing “SHIFT” while holding “ALT” will peek at the opposite side of what you’re zooming on.
-]ŭvou}(µŭvê}µŏl«ĕå **KĕvÊ'u<«ê** W



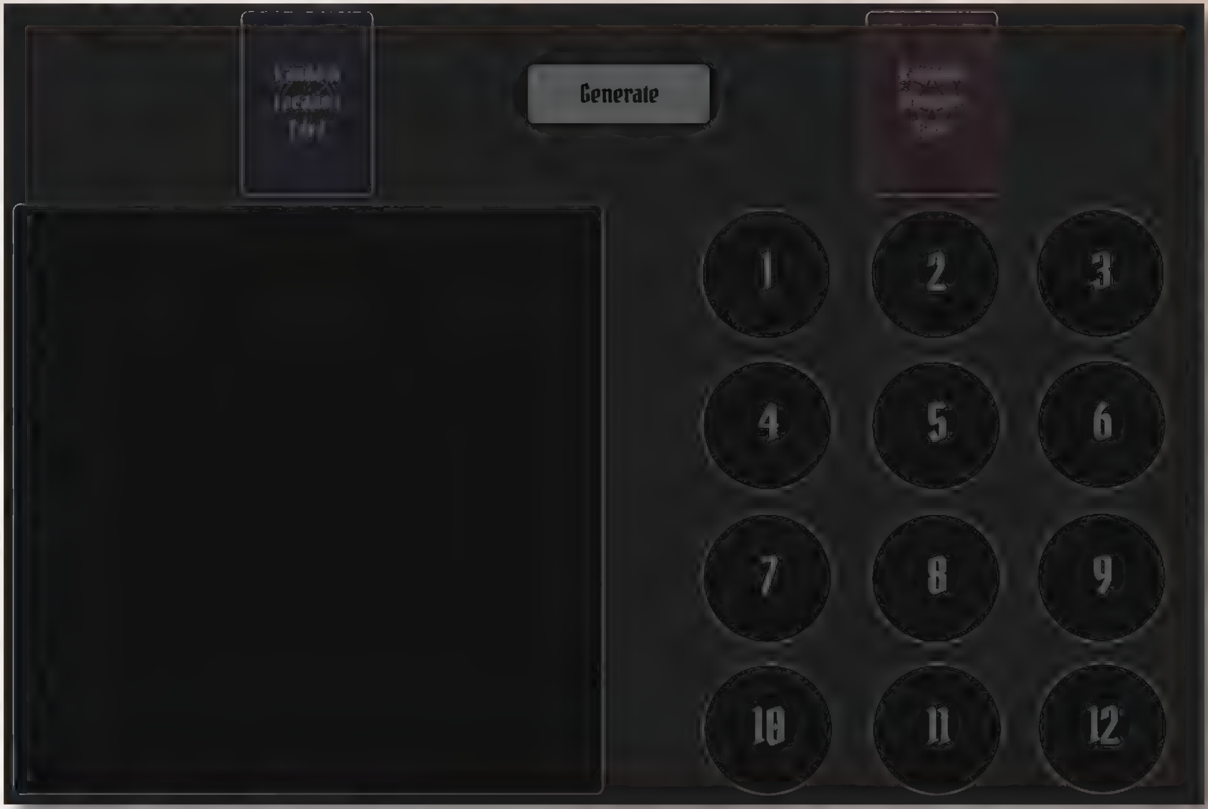
book
Options
Modding
Info
Server
Permissions
Grid
Lighting
Physics
Hands
Turns
Game Keys

Extra Content

We've included a host of extra content to keep your table fresh.

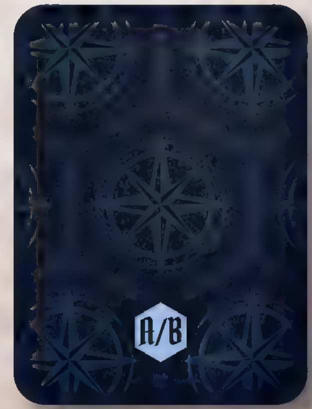
Random Dungeon Generator

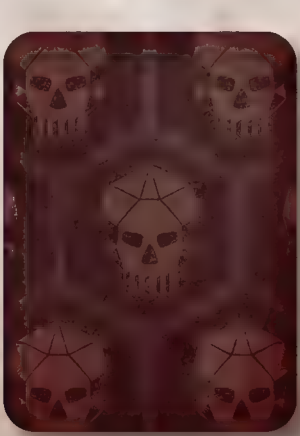
One of the most arduous aspects of playing **Gloomhaven** [illegible]


Generate
1
2
3
4
5
6
7
8
9
10
11
12

[illegible]

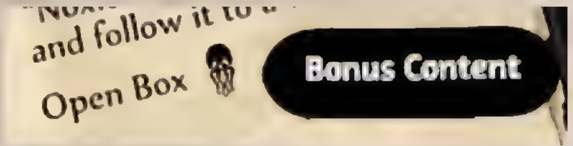
[illegible]





Seeker of Xorn Content

It's very common to have already completed some or all of the scenarios that the *Seeker of Xorn* personal
ŝƐƐƵĞƵ}«]v«}ŝŶƚƐX d}ŽǀŽU Dĺ¡Žl~¡Z}¡}µ
eventually go on to design the ***Forgotten Circles***ΔƐĞ}vuŝPvƐĞ(}vµĂ}ê
intended to remedy this issue. We've fully incorporated them into the **Gloomhaven Enhanced**u}µU ĞƐ¡Zv
Ğu}«ŝŽ]ŝĞvoĞŽ Ž«Ğ}µŝvĞµo}lŽ]ĞvŽX


and follow it to a
Open Box
Bonus Content

o]l]vP}vŽ]ŝv¡]ooâŽ.ŝǀĞvŽĂ
}(«}ŝvŽX]ŝvoĞƐĞ]oo
placed in your unlockable events deck.

These events will lead you around the World Map to the new set of SoX Scenarios. Be sure to read their rules carefully.

Jaws of the Lion Battle Goals

Battle Goals

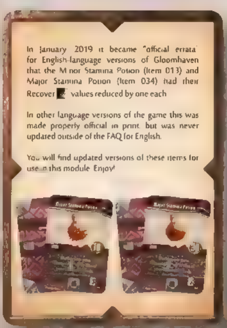
t[}vŽ©' }oĞvŝµvŽ *Jaws of the Lion*~*JOTL*uŝPvX dZĞĞo«}uĞ(uv«}(
ŽĞ©' }oĞ}µ]v *Satire's Extended Battle Goals*
~*SEBG*U ¡Z]Z ¡Ğ}ĂŽĞöX ,ŝ
Ğå}(¡Z]Z}(ŽĞΔoµå}(ĂuŽ]ê
(}åâ]vPŽu¡]Ž«}ĂuŴ

***Diehard, Scrambler, Straggler, Opener, Pacifist, Sadist, Fast* Healer, Masochist**

E}Ŵ /(«}ĂvoµvP^Ğ«}ĂuĞŽv
Ž}vo«K d>©' }oĞ}Ž}µ]voĂ **Altruist** and **Trailblazer.**

Additional Mod Content

^ö]vW}ŝv¡ŝvĞ/Ž]oĂ **Gloomhaven Enhanced** includes these
ŝöĞoo}¡]vPŽuĞĂŝvĞ(Ž^ö]vW}ŝv]öĂ dZê
(}µµĂŽŽ^Z}âĂoouĂ}v]o]ŝ]öĞvo(µo«ŝvo **Summon Standees**. Right-click the summon token icon on a card or open the **Context Menu**}vŽ.PĂ]ŽŽ]o]ö
~ĂXÓvZvµu}v]o]ŝoouöo«ŝĞvŽ]ĞĂ

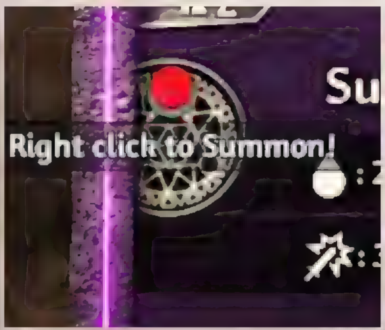


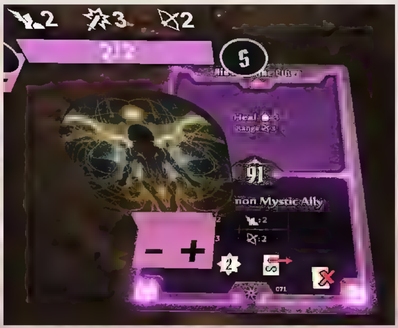
In January 2019 it became "official errata" for English-language versions of Gloomhaven that the Minor Stamina Potion (Item 013) and Major Stamina Potion (Item 034) had their Recover values reduced by one each

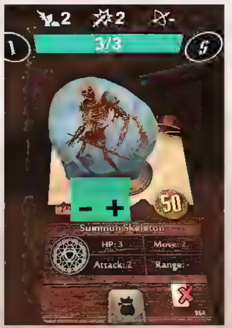
In other language versions of the game this was made properly official in print but was never updated outside of the FAQ for English.

You will find updated versions of these items for use in this module. Enjoy!

Minor Stamina Potion
Major Stamina Potion

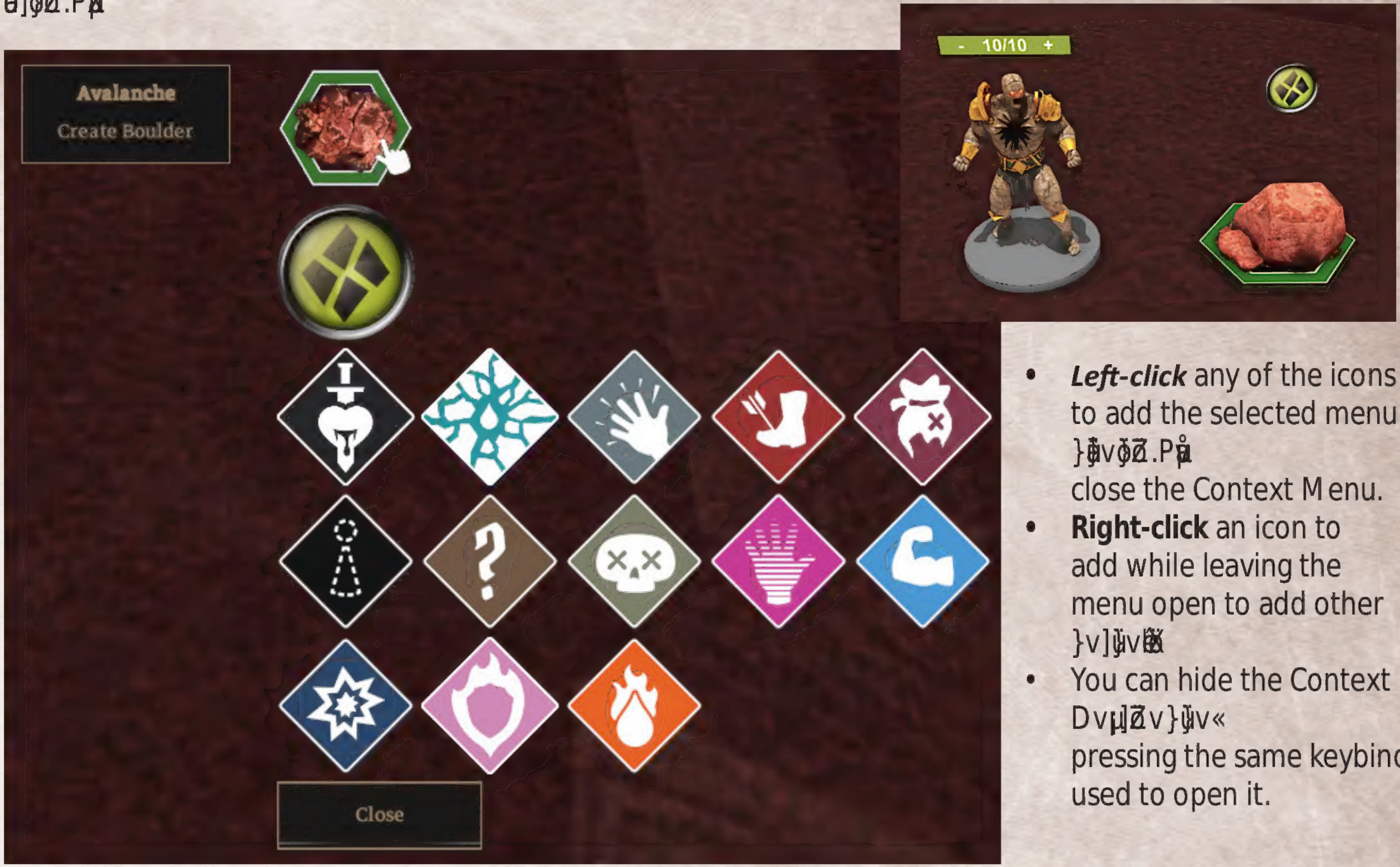

Su
Right click to Summon!
:2
:3


2
3
2
2/2
5
Heal
91
mon Mystic Ally
– +
2
071


2
2
-
1
3/3
5
– +
50
Summon Skeleton
HP: 3
Move: 2
Attack: 2
Range: -

Context Menu

[illegible] **Context Menu** [illegible]



- 10/10 +
Avalanche
Create Boulder
Close

- ***Left-click*** any of the icons to add the selected menu [illegible] close the Context Menu.
- **Right-click** an icon to add while leaving the menu open to add other [illegible]
- You can hide the Context [illegible] pressing the same keybind used to open it.

Envelope X 2.0

[illegible] **Envelope X**. This

Custom Content

The creators of **Gloomhaven Enhanced** are massive fans of Community-Created Custom Content and plan on [illegible]
please contact us on the Workshop!

Satire's Extended Battle Goals

Limping
Sober
Scavenger
Ravager
Fearful
Hothead
Miser
Winded
Pickpocket
Ritualistic
Candler
Slayer
Shadow
Sleepless

[illegible] *Satire's Extended Battle Goals* [illegible] the variety of available goals and minimize the number of duplicate goals that players draw.

[illegible] should include are **Altruist** and **Trailblazer.**

The Crimson Scales

Gloomhaven Enhanced now fully supports integrated custom [illegible]

- 14 new classes
- 72 fully scripted scenarios
- 120 events
- 100 new items
- **Trail of Ashes** [illegible] and 16 scenarios coming soon!

[illegible] [illegible].

You can read more about The Crimson Scales at [illegible].

[illegible] **Gloomhaven Custom Content Unity Guild** [illegible]
[illegible]

[illegible] **not** [illegible] **deep spoilers.**

Credits

dZ]ê}µ]ôpZô«}µå]vPåô(ôê vuo«W **SydneyS, Dule, DblTapThat, Sebästschjin, Appointed Pie, Reth, eXitus,** and ***Polyglottus.***

Our hard work would be for all for naught without the support of other community creators. t[o]lôP]ævlôZ(}oo}¡]vPåêW

- **/ê]oå** for being a radical dude who made a bad ass game we all love
- **Då¡ål** for his work on *Gloomhaven*U&vê^ê v¡]ZZ}uuµ]ö
- **du^^å** (}ê]ô'}oê¡}å}v *Jaws of the Lion*
- **'åoD** and **<]iv** for allowing us to use their Fantasy Setup mod as a base
- **v«ô** for helping with the higher quality assets
- **Då'}}ôuê** (}ê&}ê}©]åê
- **'åµ** (}ê]uå}¿uuµ]ê/
- **ê** (}åvôåvPW}o«Po}ævlå(Pê]êPv
- **}å'oo]Zå** (}åå}(råvPUvêvP¡]ZåôåZ *Gloomhaven* for the past year
- **D]v** (}åvPvêoµ]PZöôåPôô(Z¡«
- **Z]ö** (}ê]v]ö]öê}ôåP}
- **Eåy** (}å¡}åôPZôåu}vô}åUvåuêv^oôåP

&]voo«U¡[o]lôZvl **you**(}åvPôZ]ê}µX/övê}ôZê«åi}«]vP Gloomhaven with the quality-of-life improvements we've made!

/(«}[o]lôPôv¿o¿]ZZ}uuµ]öUZl}ôåôW Zô/ll]êå PPl^Z,sEID(

May your spells incinerate your enemies, and your blades shatter the bones of those who cross you.
Happy hunting, fellow Mercenaries.